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# M.A.C.E. JOURNAL

*"Devoted Exclusively To The Atari Computer User"*



**Published by the Michigan Atari Computer Enthusiasts**



## FROM YOUR PRESIDENT

Tom Sturza

It is hard to believe that I am already writing my column for the August issue of the Journal. Where did the last year go? It sure went by fast!

As has been the habit of every MACE President for the past 5-6 years, it is time to ask for candidates to run for MACE Officer positions. The annual Officers Election will be held at the September 15, 1987 General Meeting.

We have reprinted the MACE Constitution in this Journal. It contains descriptions of each officer position and voting rules. Please note that officer candidates must be at least 18 years of age.

Concerning the election, I have both good news and not so good news to pass on to our members. First the good news - so far there are at least four members that have indicated that they wish to run for an officer position. I understand that we have candidates for Vice-President, Disk Librarian, Recording Secretary and Journal Editor. The not so good news is that we still need people to run for the other 5 officer positions.

If you are interested in being a MACE officer, please contact any current officer or send a note to the P.O. Box. We will be glad to discuss the position with you and answer any questions you might have!

To paraphrase some famous statements concerning the need for people's help:

"Now is the time for all good men (and women) to come to the aid of their User Group"

and

"Ask not what your User Group can do for you, but instead, ask what you can do for your User Group"

## FROM THE DESK OF YOUR EDITOR

R.Charles Sibthorpe

Well, it would seem that from the responses to my article last month, the General Membership cares about the quality of their Journal. Excellent!! I purposely placed a few typo errors into my article to see just how you felt about **YOUR** monthly magazine. All indicators point to the fact that everybody cares and is concerned that the Editor does his job. I thank you, and the MACE officers thank you.

As promised last month, I have two (2) articles from Gordon Totty in this issue. "A Wife's Letter" is quite humorous and indicative of the traps we can fall into if we let the computer run our lives. Gordon's other article appears on page 11, "News From Other Groups," give us some insight on the activities of various Atari User groups across the nation.

Don Neff, our 8-Bit Disk Librarian, reviews a new Print Shop Label-making disk available from our Public Domain Library. Don also listed some of the disks available from our library.

On page 13, there is a proposed new amendment to the MACE Constitution that will be discussed and voted on at the September General Meeting. Included in this issue is the MACE Constitution for your reference and for public record.

Two months ago there was a MACE Group Purchase offer from Lynkers, Inc.. Because MACE is a recognized User Group, Lynkers, Inc. extended an additional discount of \$5.00. Therefore, each member who bought a Lynkers modem will receive a \$10.00 re-bate check from our Treasurer Burt Gregory at this General Meeting. On page 26 is yet another MACE Group Purchase Offer from OSS. This is an offer you can't refuse!!



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#### DISK SUBMISSIONS

Bring the disk to the monthly General Meeting or send to it to: MACE PO Box 2785, Southfield, Mi. 48037 Attn: Disk Librarian.

#### JOURNAL SUBMISSIONS

Upload to any MACE BBS or send to the MACE Post Office Box Address. Journal Submissions should include text and program listings on disk and hardcopy. Submissions will be returned if stamped self-addressed mailer is supplied and will be handled with reasonable care. However, publisher assumes no responsibility for return or safety of artwork, photographs, or manuscripts.

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# MACE August 1987 Volume 7 No. 8

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ATARI USER

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## TELENET LETTER

The following letter is being sent to all PC Pursuit customers. It is reprinted here, since the FCC proposal will affect not only PC Pursuit, but a mired of other on-line services. If you would like to call the PC Pursuit Net Exchange BBS, but your not a customer you may call (703) 689-3561, 24hrs, ASCII.

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6/29/87

Dear PC Pursuit Customer:

You may be aware of the FCC's recent proposal to impose switched access charges on Telenet and the other enhanced service providers (ESPs). This letter is being sent to all PC Pursuit users to provide some initial information on the new FCC proposal and to answer questions you may have regarding the proposal and its potential impact on PC Pursuit and other computer-based services.

Switched access charges (also called "carrier access charges") were originally devised by the FCC as the interexchange carriers' means of payment for their use of the local exchange dial network in originating and terminating long distance traffic. Now the FCC proposes to extend these access charges to enhanced services such as Telenet's PC Pursuit, as well as to any other computer-based service which has interstate traffic, including database services, electronic mail, computer conferencing, home banking/shopping, timesharing, and videotex.

Based on information now available from the FCC, we estimate that access charges

would add approximately \$4.50 per hour to ESP costs for dial-in access to a remote host computer, and \$7-9 per hour for a service such as PC Pursuit which uses both dial-in and dial-out access on each call. PC Pursuit customers and other computer users would be particularly affected by these access charges. PC Pursuit's current "Flat-rate/unlimited usage" service would have to be repriced on a per usage basis, incorporating the \$7-9 per hour access charge. It is doubtful that the service could survive at this inflated rate.

Telenet and the other enhanced service providers intend to fight the FCC's proposal. You can assist in our effort by letting the FCC and your Congressional representatives know how access charges will adversely affect your ability to reach information and remote BBS systems affordably. The FCC has asked for this input. Please use this opportunity to add your voice to the debate and stop the proposed increase.

Once the FCC's official Notice of Proposed Rulemaking has been published, we will provide more details on the proposal. This information will include addresses and other information for your letters, and the FCC's schedule for receiving comments on the proposal. In the meantime, please address your questions or comments to FCC.ISSUES on PC Pursuit's Net Exchange BBS. PC Pursuit customers can access the Net Exchange using the following sign-on procedures:

@C PURSUIT,YOURID(CR)  
PASSWORD=YOURPASSWORD(CR)

Working together, we defeated a similar proposal which would have applied access charges to PC Pursuit and other enhanced services just three months ago. With the same effort now we can repeat our victory, and protect the important computing resources we enjoy affordably today.



# Flying The ST<sup>(c)</sup>

by Allen P. Bargaen

commentary on the world of Atari ST computers

## New Masthead

First things first - you will have noticed that we have a new masthead for the column, and that the masthead is now copyrighted. Permission to reprint is freely given provided that the the masthead is not changed or deleted in any way.

## New Fonts

Publishing Partner has released several new fonts for their desktop publishing program, in a disk called "Font Factory". This particular font is called TIMES, and offers very nice print readability. Here are some of the others on the disk...

### Avante Garde

This font is also quite readable. Choosing the one you like depends on your printer output as well as your personal taste.

### Calligraphy :

for anyone with a need to do custom certificates, this just may be the font you are looking for.

### Courier :

Typewriter type style is yours with this version called courier.

The opening paragraph by the way is done in "Columbia", a font available for downloading from CIS, or most ST BBS's in your area.

Remember that you will require both the printer driver, and the font driver for the font to work properly. All of the different fonts in this column were done with 9 point sizing by the way, so you can see the difference that font styles make.

Finally, for this topic anyway, the page is printed with an Epson LQ2500 24 pin printer with Laser quality density. Looking for a challenge ? How about setting up a disk full of monochrome clip art for Desktop publishing ? Should make a welcome addition to a club library.

## Wouldn't it be nice if ....

Atari actually was ready to release product as soon as it was announced!!! Consider for a moment, the marketing strategy of the industry giant, IBM. Their new series of personal computers was a closely guarded secret ( with many wild and wooly rumors ) until the day it was officially proclaimed. At the same time the announcement was made, it was possible for a prospective purchaser to go out and buy one of the units from selected retailers. Now, that is strategy. IBM is content to let the rumor mills create anticipation while they manufacture and distribute the computers they will deny are even being built.

Well, we all know that Atari just does not have that kind of clout - yet -. For a lot of reasons, they will not change their policy of announcing goods before they are ready for release. What that does of course, is create a LOT of frustration for people clamoring to get their hands on new product. One can't help but wonder just how many ST's have NOT been sold because people are waiting for the Mega machines. The better part of a year has now passed since the announcement was first made about the Mega ST computers, I wonder if Atari would be better served by having product ready to ship on the day of their official announcement. Perhaps future financial successes will allow Atari to re-think it's position of announcing product so very far in advance.

## Has anyone seen my Blitter...?

This is not pick on Atari month, though it might seem like it, but where the heck is my Blitter? Promises promises. The 1040 used to write these articles was among the first produced by Atari. I like it a lot, but I want my Blitter. Another example of poor marketing from Atari.

## Things I would like to see...

Last month, I promised a peek into the warped paths of my I/O ports. Here are a few things I would like to see for the ST.

**The Laser printer :** A laser printer capable of operating on the ST as well as it does on the Macintosh, and having the ability to scan typed pages and reformat them for printing to a disk file in Std ASCII format.

**Voice recognition :** With the release of the Mega St's (groan), how about a voice input device that will recognize the users voice patterns, and allow security access to sensitive files, or operate a number of appliances or perhaps allow direct voice to computer programming. The technology is not radical, and as a matter of fact, is here now. this type of interface however is severely restricted by memory allocation. Another good reason to get those Mega ST's out of the labs and into the hands of hackers like us!

## CAD aids like ...

Oh I don't know, maybe a good FAST graphics tablet that will allow interface with DEGAS, or any of the other fine drawing programs out there, as well as the CAD programs. The SUMMA corporation has an excellent one on the market now for the IBM and it works like a charm. How about it SUMMA ? This device would really allow developers to get the most from their Computers.

**Shucks ...** Just when I was rolling, the page is full. Ah well, off to the worlds of Zanth, where all good programmers retreat between sessions. Have an ATARI day and remember to support your club as best you can. It's all up to you.



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# NEWS, VIEWS AND REVIEWS

By Paul R. Wheeler

I am amazed at the quantity of new programs arriving on the 8bit and the 16bit scenes these days. When MACE and I first started in computers, you didn't get in a year, what now is being introduced each month and the quality is much better than the good ol' days. I have been mainly into the database end of it and am still waiting for a program that will do all that DataPerfect (LJK) can do on the 8bit and with the speed of TrimBase (Michtron) on the 16bit. As yet, I have not found one that can do global updates on a field based on the condition of another field. Also, why can't the date field be adjusted to a

M/YY pattern, which is the way records are kept in clubs, groups, subscriptions and membership records. There are now databases coming from across the pond that will allow the changing of the DATE field from MM/DD/YY to DD/MM/YY or vice versa, but not the MM/YY style. I am in the process of changing over the membership files to the ST from the DataPerfect 8bit, for the speed and capacity it provides but up to now I have not found the one that meets all my requirements. Any and all suggestions from the membership is welcomed and encouraged.

In the recent months, most of the news has been associated with the 16 bit machines but there is quite a lot going on in the 8 bit branch of the family also. One thing that caught my eye was the Atari XF 551 5-1/4-inch disk drive. It is rated 50% faster than the current 1050 drive and supports the true double density as well as

the single and Atari enhanced densities. The XF will come with a new disk operating system, ADOS, which adds such features as time/date-stamping and sub-directories. As usual, Atari announced no firm release date or price, but expressed that the XF 551 would cost roughly the same as the 1050. [Bye-Bye 1050??]. You might ask, why not a 3 1/2-inch drive? Well, Atari approached software publishers with the idea, only one company expressed interest in reissuing its programs on microfloppies. Strange, I have been reading that the 5-1/4-inch floppies were on the way out, in fact, several manufacturers have already ceased making the 5-1/4's in favor of the 3-1/2's and some software publishers are talking of packaging both versions during the transition. True or rumors? Take your choice. One thing I find about the ST versus the 8bit software, is the attitude of the publishers. While the ST has the strong backing of such companies as 'MichTron, Electronic Arts (formerly Batteries Included), TimeWorks, and the like, the 8bit publishers seem to be taking an 'We're doing you a favor...' attitude. Well, the beat goes on.

MACE and the Journal output and the memberships input are directly related to each other. If you can't or don't wish to write an article or review, at least let the officers know what you would like to see written. There are so many categories that without your input it is very hard to know what it is that's

important to YOU! Such as word processors, printers, modems, drives, monitors, databases, graphics, music, games, finance, utilities and the list goes on.... So, what is it you want to hear? Let us know!



At the last ST-SIG meeting, Keith Renolds of Michtron gave demos on the Revisiter, Gold-runner and Airball. The first is a video digitizer and the others are games. All three are Michtron products. Thanks Kieth and hope to see more demos in the future. At the same meeting a demo was given of Make-It-Move, public domain games, and the PC-Ditto by Avante-Garde Systems. The last was demo'd by Fred Kandah courtesy of SoftHouse, and it allows the running of IBM programs on the ST. Hundreds of programs have been certified (ie: Have been tested and proved runnable on the PC-Ditto) and this list includes Lotus 1-2-3, Word Perfect, dBase (all vers.), and Microsoft Word. Which only proves the old adage 'more than one way to skin a cat'.

Thanks to the members who given their comments on this page and while they were all favorable, I want to make it perfectly clear....All comments are welcomed. prw





# -BIT VS. ST WHAT'S ALL THE FUSS?

By Angela Burns

[The following article is a reprint from the June, 1987 issue of the "DAL-ACE" User Group newsletter.]

On ATARIFEST Saturday, I heard an ST owner say to an 8-bit owner that she wouldn't be "smart" until she had purchased an ST. Later that same day, I heard an 8-bit owner remark that the STers just abandoned the old faithful earlier machines, along with their users, as soon as they had a chance.

When are you guys out there going to stop fighting? Is someone going to notice that each machine has its advantages and disadvantages? That owning an XL or XE or even an old 400 doesn't mark the user as hopelessly outdated and even senile? That, by the same token, ST owners are not automatically techno-nerds, with ice in their hearts? GET REAL, PEOPLE!

As the proud, new possessor of a 520ST, I am naturally excited with the expanded memory, the enhanced graphics capability and other neat features of my new "toy". I even get a kick out of the incredibly quiet drive; instead of listening to it grind, I have to watch the light to see if it's really working. I'm in love!

HOWEVER, as the still proud owner of a battle-scarred 800XL, without so much as a memory upgrade, I'm not ready to set it out with the trash next Thursday! There's still a lot of life in the old lady, even if she doesn't look like much any more. We're happy with all our addresses, magazine collections, and disk indexes on "SYNFILE+". There are still things I write with "TEXTPRO", an outstanding public domain word processor (available in our club library). And we just indexed the video tapes last week (on another club disk). Not to mention the zillions of games we've got!

There are some distinct advantages to keeping the old machine after springing for an ST. If my drive goes out, I no longer have to suffer agonizing withdrawal pains while it's away. (By the same token, I don't have to worry so much what the kids are going to do to the XL next. I can live until it gets fixed.) Neither do I have to stare at the same six pieces of software until my library grows; I have plenty of variety in the last two years' worth of software choices. And, perhaps best of all, I can spend as much time as I want on the ST without feeling like a rotten mother for not letting the kids on; they can use the XL.

I don't just think it would be stupid of me to let the XL go; but given today's prices for 8-bit systems, I think many ST owners could do worse than to pick one up while the picking's good! They can be very handy to have around whether you have children or not.

So, let's quit all this silly squabbling, shall we? What we have here is two marvelous examples of modern technology, each superb in its own way. If we must feel snobbish about something, let's pick on the poor you-know-what owners who paid over seven bucks per K! They're in worse shape than any ATARI owner I've ever come across.

## ERRATA

So you accidentally gave two files the same name on the same disk eh? Every time you try to change the name of one, both names change right? Well, MACE is here to help! Type this in and you will be able to change one name at a time:

POKE 3118,0 : X=USR(6047) <RETURN>

\*\*\*\*\*





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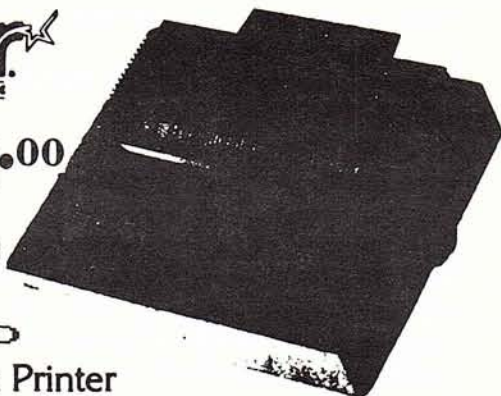
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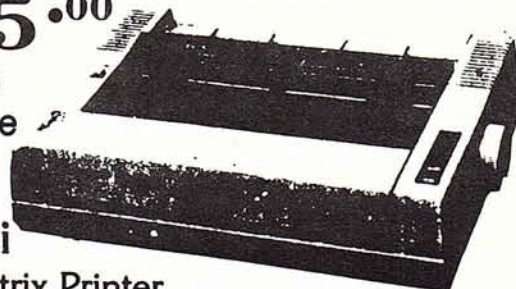
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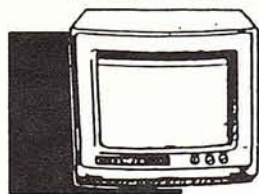
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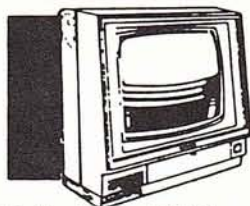
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| CX75 | Light Pen                             |
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### ST EXTRAS

|         |                           |
|---------|---------------------------|
| SF354   | Single Sided Disk Drive   |
| SMM804  | 80 CPS Dot Matrix Printer |
| CO70263 | Ribbon for the SMM804     |



## NEW 8-BIT PRODUCTS

by Jim Kennedy

These are the product announcements that MACE has received at the PO Box for the Atari 8-bit computers. Please check in the area with our advertisers prior to ordering and tell them where you saw their information.

"MICROMOD Turbobase" (database program)  
Mircomiser Software  
1635-A Holden Avenue  
Orlando, FL 32809  
(305) 857-6014  
\$159.95 (800/XL/XE & one drive)

"MICROMOD Turbobase" is a database management system. Record storage/floppy ranges from 5,000 (SD) to 10,000 (DD) for G/L records. Addresses; 1,500 (SD) to 3,000 (DD). (All three densities supported). Invoices; 700 (SD) to 1,400 (DD). Total capacity for accounting records is unlimited. Word processor with 25K text buffer (49 screens). The features seem almost endless, write for their brochure.

"X-10 Powerhouse" (special interface)  
Terrific Corp.  
17 St. Mary's Court  
Brookline, MA 02146  
(617) 232-2317  
\$119.95 (X-10 Powerhouse) (min. 48K RAM)  
\$49.95 (Interface & software only)

"X-10 Powerhouse" will let you use your Atari 8-bit for controlling lights, appliances and other devices throughout your home. Use it for security, safety and energy savings. Each interface kit includes an "X-10 Powerhouse", a special ATARI interface adapter and the Power Manager software disk. Tell them your a MACE member!

## NEW ST PRODUCTS

by Jim Kennedy

The following are new product notices that we have received at our PO Box for the Atari ST computers. When communicating with these companies, please let them know that you say it in the MACE Journal. Also, check our advertisers, you may find they carry it (locally)!

"Font Partner" (font creation program)  
Interactive MicroSystems  
P.O. Box 1188  
Canyon Country, CA 91351-2600  
(805) 298-7357  
\$24.95 (avail. mid August, 1987)

"Font Partner" creates font styles for use by the Publishing Partner (tm) by SoftLogik Corp.. You can create both printer and screen fonts using either a color or monochrome monitor.

"pc-ditto" (IBM - PC Emulator)  
Avant-Garde Systems  
381 Pablo Point Drive  
Jacksonville, FL 32225  
(904) 221-2904  
\$89.95 (520/1040ST)

"pc-ditto" will emulate an IBM PC with monochrome, color, serial and parallel ports (or an XT with optional Atari hard disk). Popular PC programs like; Lotus 1-2-3, IBM DOS (all), Managing Your Money, Multiplan, PC Window, Sidekick, Word Perfect, GEM, Sideways, GW BASIC, dBase (all) and more run using "pc-ditto".

"ST Informer" (newspaper)  
909 NW Starlite Place  
Grants Pass, OR 97526  
\$14.95/12 issues (1 year)



## NEWS FROM OTHER GROUPS

by Gordon Totty

A couple of meetings ago, I walked out with an Atari computer lover's mother lode ... 14 user group newsletters, or journals, and the latest Antic magazine. This assured me of at least four to five pleasurable evenings, reading about my hobby. Summarized below for you is a quick tour of the stuff I found most interesting. Jim Kennedy may be able to loan you any of these journals should you wish a more in-depth look at them.

Let's start with the Portland Atari Club newsletter (April 1987). In the view of Dan Gibson, PAC is dying. His article was rather scary to me, as it sounded a lot like the history of our own beloved MACE, at least from my perspective. His major points, in outline order:

- \* Five years ago, enthusiastic Atari 8-bit users.
- \* Industry downturn.
- \* Commodore and Apple maintain software support.
- \* Introduction of the 130XE and the 520ST. The ST gets software support; the XE gets some, but not much.
- \* PAC divides into ST-ers and 8-bit supporters (notice how I avoided saying 8-bitters ... who is bitter?). Neither cares about the other.
- \* Pac attendance is declining. Lack of volunteers is apparent. Burnout amongst the leaders ...
- \* A group of ST users now has broken away from PAC to form their own group.
- \* In Dan Gibson's view, this group is doomed because it is made up of programmers and application users, another schism!
- \* Economies of scale are lost.

Gibson argues for all Atarians to hang together for the good of each other. He proposes some of each meeting be devoted to each computer model. I agree with him, and we have seen our own officers working to achieve this.

I confess to having fallen a bit into the trap of ignoring the ST folk; in fact, I even commented on it in one of the prior issues. Further reflection has led me to realize the following.

First, I will eventually buy an ST, or one of the newer models. It is just a question of time and money, but I'll be there. For that reason alone, I want to be around the ST folks, ST demos, and ST discussions.

Second, the economies of scale are very important. It is easier on all of us to rent one hall, put out one newsletter, and have one set of officers. Sticking together, we have more clout.

Finally, I have a hobby. For me it is home computing. Not 8-bit home computing. Not Atari home computing. Home computing, in general. In fact, I would be happy if our user group was more general and included IBM users. I think there are computer groups formed this way, with SIGs for brands.

Let's hang together, shall we?

This issue of the PAC newsletter also included a good article on the practice of coldstarting by Wayne Habberstad (of LA-ACE). After explaining the problems with power surges, he gives some good tips.

When warmstarting, i.e. RESET, doesn't do what you need, try this from BASIC: A=USR(58487).

With an XL/XE try BYE followed by RESET when the self test menu appears. Or, POKE 580,1 then hit RESET (my favorite).

Not in BASIC, you can try this from DOS: menu option M, with \$E477 as the address.



Suppose you are in the middle of  
BOOT ERROR  
BOOT ERROR  
BOOT ERROR  
etc.

Hold START down and press RESET. Replace the disk and press RESET again. (This little jewel first tricks the computer into thinking you are going to boot from a cassette. You remember them, I hope.)

Programs on the 130XE ramdisk will be safe unless there is RAMDISK.COM on the boot disk. At this point, however, attempting to go to DOS from BASIC will cause the computer to attempt to load DUP.SYS from Drive 1. Avoid this by POKEing 5439,56, which will cause DUP.SYS to be read from the ramdisk.

Now let's dip into the Puget Sound Atari News (March 1987) for look around. This is a combined newsletter of the KC-Ace, StarBase, BRACE, and SPACE User Groups.

There is a very good tutorial by Mike Fulton on the ST blitter chip. In fact, there are several good technical articles, including putting 256K into a 600XL and another on battery backup for the XL/XE. My favorite, however, was titled Japanese Word Processing by Jiro Shibata, M.D. I'm just not, nor ever expect to be, a "techie". Dr. Shibata explained the difficulties of word processing with an Atari dealing with the three character groups of the Japanese language, Hirakana, Katakana and Kanji. Each Kanji character requires a 16X16 pixel image. The ST handles this a lot easier than the 8-bit line.

It is even more complicated than finding enough memory and speed. The same character may have different pronunciations, and different characters may have the same pronunciation. Of course, we have some of this in English but not to the extent existent in Kanji, apparently. Striking one key on a Japanese keyboard sometimes brings up a selection of ten characters for a choice to be made. This slows down the word processing quite a bit.

The JACG Newsletter (March 1987) from Pine Brook, New Jersey included some very nice text effects, courtesy of Eli Tomlinson. Try this one to fade a screen in:

```
100 POKE 710,0:POKE 709,0:POKE 752,1
110 ?CHR$(125)
120 POSITION 2,2:?"HI THERE."
130 FOR L=0 TO 14 STEP 2
140 POKE 709,L
150 FOR T=1 TO 24:NEXT T
160 NEXT L
170 END
```

And here is a routine that will display a text line by expanding the line from the center:

```
100 DIM A$(40),B$(40)
110 ?CHR$(125):POKE 752,1:A$="This
    should look really nice."
120 X=20
130 FOR L=1 TO LEN(A$)/2
140 B$=A$(1,L):B$(LEN(B$)+1)=A$(LEN
    (A$)-L,LEN(A$))
150 POSITION X-L,10:?"B$
160 NEXT L
170 END
```

Eli's last routine displays graphics 2 text on the top of the screen:

```
100 DL=PEEK(560)+PEEK(561)*256:POKE
    DL+3,71:POKE DL+6,11:?"CHR$(125)
110 POKE 708,14:POSITION 5,0:?"HI
    THERE."
```

The SLCC Journal (April 1987, San Leandro Computer Club) includes an excellent review of VIP Professional written by Chuck Amaral Jr. This is the single most important program that makes me wish that I had an ST. I hope that I am not disappointed when I finally get there.

In the February 1987 issue of the newsletter of Atari Computer Enthusiasts, New South Wales, (Australia) I noticed a set of seven small programs by Ian Champ that make up a software catalog. The data base has only two fields, dis' number and program name. This issue also included a reprint of nine short BASIC routines written by Jean Rowe and Dale



Bryant (SBACE Gazette, July 1986), and a lengthy biorythm calculator by Stephen Lawrence and Craig Armsworth. The last page, page 53 if you are interested in how large some other newsletters are, reminded me that I was not reading an American publication. On that page was printed a drawing of the Reagans, Ron and Nancy, in the "American Gothic" pose. Mildly amusing, and very good likenesses to boot. What was slightly jarring, however, was the border of bombs. I think we Americans are perfectly willing to make all sort of fun of each other, but we are not as quick as foreigners to characterize ourselves as war-mongers. That said, I'll drop the subject as this is not a political publication.

Two issues of The Australian Gazette published by Melbourne Atari Computer Enthusiasts, MACE if you didn't notice, were made available to me. The humor in these, and there seems always to be some, is offbeat and sometimes a bit strong for our Journal.

My treasure trove was rounded out by two issues of Current Notes, the monthly magazine of WAACE that was mentioned in both the February and May 1987 issues of Antic.

I have run this article on long enough (my editor is breathing down my neck) and so I will stop now. I hope to be able to hang on to the "gazettes" and the "notes" in order to look at them more closely and reprint some of the good stuff for you in the next issue. Meanwhile, hang by your thumbs and write if you get work. (We should have a contest to see who can identify that line!)

(concluded from page 10)

"ST Informer" is a NEW source of news & information for Atari ST owners. So new in fact, that their first issue was June 1987. Issue #2 (July) has 24 pages with news from the Seattle Atari Trek, Neil Harris interview, the new 520STfm, ST's & VAX, reviews, Atari stock split, pictures (from Seattle), New Products, Public Domain (PD) software watch and more.

## PROPOSED AMENDMENTS TO THE M.A.C.E. CONSTITUTION

The following is notification that a vote on proposed amendments to the M.A.C.E. User Group constitution will be discussed and held at the September 21, 1987 General Meeting, prior to the yearly election of M.A.C.E. officers.

Proposed Amendment #1: That all references to "DISK LIBRARIAN" found in the current version of the M.A.C.E. Constitution be changed to read "8-BIT DISK LIBRARIAN". And the duties for this officer be changed to read "... maintaining the 8-bit Public Domain disk library ...".

Proposed Amendment #2: That a new officer position of "16-BIT DISK LIBRARIAN" be established and added to all necessary sections of the current version of the M.A.C.E. Constitution. The description of duties for this officer would be "The 16-bit Disk Librarian shall be responsible for maintaining the 16-bit (ST) Public Domain disk library and related documentation, as well as, copying and distributing library disks. He/she shall sell these disks to M.A.C.E. members ONLY."

\*\*\*\*\*

To have a quiet load for basic programs type in the following before using ENTER, RUN, or LOAD :

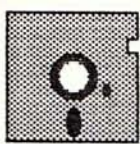
POKE 65,0 <RETURN>

\*\*\*\*\*

The cheapest and most plentiful supply of OKIMATE 10 printer ribbons seems to be Children's Palace. They sell Black or Color ribbons for \$4.49 each. They also stock the special smooth faced paper for thermal transfer printers at \$4.99 for 250 sheets. This paper makes a noticable improvement in the letter print quality of the OKIMATE printers.

\*\*\*\*\*





# UTILITY PROGRAMS AVAILABLE FROM THE MACE LIBRARY



## \*\*\* UTILITIES \*\*\*

| DISK | PROGRAM       | DESCRIPTION            |
|------|---------------|------------------------|
| U01  | ATARI TRANS   | TRANSLATOR FROM ATARI  |
| U02  | DISKUTIL.BAS  | SHOWS BR, DISPLAY LIST |
| U02  | MINIUTIL.BAS  | COPY TAPES TO DISK     |
| U02  | LABELMKR.BAS  | AUTOMATIC DISK LABELS  |
| U02  | LISTER.BAS    | EPSON PRINTER UTILITY  |
| U02  | TVTEST.BAS    | TEST YOUR MONITOR      |
| U02  | BOOTHOLD.BAS  | ANTIC DEC 1983         |
| U02  | MOUSECHK.BAS  | REAL-TIME DIGITAL      |
| U02  | TIMECLOCK.BAS | REAL-TIME DIGITAL      |
| U02  | DIRPRINT.BAS  | PRINTS DISK DIRECTORY  |
| U02  | DOCTOR.BAS    | READ DISK SECTOR DATA  |
| U02  | HEXDEC.BAS    | HEX-DEC INTERCHANGE    |
| U02  | MSBHAKE.BAS   | JUST LIKE BBS DOES IT! |
| U02  | AUTOWARE.BAS  | MAKE YOUR OWN AUTORUM  |
| U02  | CREATOR.BAS   | LIST AN OBJECT FILE    |
| U02  | DIETY.BAS     | LIST A SECTOR          |
| U02  | LABELPNT.BAS  | MAKE ANY KIND OF LABEL |
| U02  | LIBRARY.DOC   | PRINT REQUEST FOR HELP |
| U02  | LIBRARY.BAS   | EXPLAINS LIBRARY.DOC   |
| U03  | LISTER.BAS    | LIST MEMORY CONTENTS   |
| U03  | BESTAUTO.BAS  | AUTODRAW.SYS MAKER     |
| U03  | DCHCK2.BAS    | DATA DEBUG AID         |
| U03  | READFIL3.BAS  | READ D/L BUFR FILE     |
| U03  | ALPHDUMP.BAS  | LIST MEMORY BY PAGE    |
| U03  | MAXIMENU.BAS  | MENUPUSL VERSION 3.0   |
| U03  | BUDGET.BAS    | BUDGET BY WEEK/MONTH   |
| U03  | DISCLK.BAS    | REAL-TIME DIGITAL      |
| U03  | PTNMRK.BAS    | PATTERN MAKER          |
| U03  | CHECKBAL.BAS  | BALANCE YOUR CHECKBOOK |
| U03  | POLYCOPY.BAS  | MULTIPLE COPIER        |
| U03  | FONT.BAS      | CHARACTER EDITOR       |
| U03  | PLAYMISL.BAS  | PLAYER-MISSILE EDITOR  |
| U03  | NEATLIST.BAS  | PRINT FROM DISK FILE   |
| U03  | LIBRARY.DOC   | REQUEST HELP FROM MACE |
| U03  | LIBRARY.BAS   | EXPLAINS LIBRARY.DOC   |
| U04  | ANTIC PD046   | ESSENTIAL UTILITIES    |
| U04  | READFIL3.BAS  | READ D/L BUFFER FILE   |
| U04  | REPAIR13.OBJ  |                        |
| U04  | WEDBE.OBJ     | ADD COMMANDS TO BASIC  |
| U04  | WEDBE.DOC     | BY MARSHALL DUBIN      |
| U04  | DISASMBL.LST  | DISASSEMBLY LIST       |
| U04  | FINGERS.LST   | FAST FINGERS           |
| U04  | XREFUTIL.LST  | LIST THE VARIABLES     |
| U04  | SUPRCOMP.LST  | COMPARE 2 FILES        |
| U04  | TOOLBOX.LST   | AUTOMATIC LINE NUMBERS |
| U04  | RENUMBER.LST  | RENUMBER BASIC LINES   |
| U04  | TRACE.LST     | LOCATE ERROR TRAPS     |
| U04  | LINEDLT.LST   | MASS LINE DELETE       |
| U05  | SYSTAT.SYS    | SYSTEM STATUS MONITOR  |
| U05  | SYSTAT.BAS    | LOADS SYSTAT.SYS       |
| U05  | FORMAT.BAS    | FORMAT BLANK DISKS     |
| U05  | EPSONLBL.BAS  | PRINTER UTILITY        |
| U05  | SETUPTR.BAS   | PRINTER UTILITY        |
| U05  | PROTECT.BAS   | SCRAMBLE BASIC LISTING |
| U05  | RUNTIME.BAS   | ON-SCREEN CLOCK        |
| U05  | DISASM.BAS    | DISASSEMBLE ML         |
| U05  | EPSONTYP.IST  | PRINTER UTILITY        |
| U05  | EPSONLBL.SHL  | PRINTER UTILITY        |
| U05  | AUTOPS.BAS    | ALL TO DATA STATEMENTS |
| U05  | AUTODATA      | CREATE DATA STATEMENTS |
| U05  | XREF.BAS      | LIST VARIABLES         |
| U05  | EPSONLBL.TER  | PRINTER UTILITY        |
| U05  | RPMCHECK.BAS  | DRIVE SPEED TACHOMETER |
| U06  | EPSON UTILS   | DOZEN EPSON UTILITIES  |
| U06  | GRAPHICPRINT  | PRINTS GRAPHICS SCREEN |
| U06  | CODTEST.BAS   | CODE ERROR TEST        |
| U06  | CALDUPE       | CHECK LOG FOR DUPES    |
| U06  | CONTEST.LOG   | RECORD OF CONTACTS     |
| U06  | EFORMS        | ELECTRONIC FORMULAE    |
| U06  | LCCOMP        | LC VALUE COMPUTER      |
| U06  | MINIHUF       | CALCULATE USABLE FREQS |
| U06  | PADR.BAS      | DESIGN RESISTOR PADS   |
| U06  | RESISTOR      | COLOR CO-ORDINATOR     |
| U06  | RFCOIL        | DESIGN RF COILS        |
| U06  | YABICAL       | YAB1 ANTENNA DESIGNER  |
| U06  | SATLPRT       | LOCATE THE SATELLITE   |
| U06  | ANTIC PD064   | RADIO & ELECTRONICS    |
| U06  | ASTRNMH       | LOCATE STAR OR PLANET  |
| U06  | HALLVY        | COMET CO-ORDINATOR     |
| U06  | HURICANE      | HURRICANE TRACKER      |
| U06  | PLNTARUM      | PLOT CONSTELLATIONS    |
| U06  | SOLARSYS      | PLANET TRACKER         |
| U06  | ANTIC PD063   | ASTRON & METEOROLOGY   |
| U06  | DISASM65.DOC  | EXPLAINS DISASM65.OBJ  |
| U06  | DISASM65.OBJ  | 4862 ML DISASSEMBLER   |
| U06  | DBMIZ.DOC     | EXPLAINS DBMIZ.OBJ     |
| U06  | DBMIZ.OBJ     | READ DOC FIRST!        |
| U06  | CCSMENU1.BIN  | NICE MENU              |
| U06  | CCSMENU2.BIN  | "                      |
| U06  | CCSMENU3.BIN  | "                      |
| U06  | CCSMENU4.BIN  | "                      |
| U06  | RESCUE.DOC    | PART 1 OF DOC          |
| U06  | RESCUE2.DOC   | PART 2 OF DOC          |
| U06  | DUD.DOC       | EXPLAINS DUD.BIN       |
| U06  | RESCUE.BIN    | READ DOC FIRST!        |
| U06  | DUD.BIN       | READ DOC FIRST!        |
| U06  | FASTDUP.DOC   | EXPLAINS FASTDUP.BIN   |
| U06  | FASTDUP.BIN   | DISK DUMP UTILITY      |
| U06  | SHADOW.DOC    | EXPLAINS SHADOW.BIN    |
| U06  | CCS.DOC       | EXPLAINS FILES BELOW   |
| U06  | CCSCOMP.BIN   | COMPRESS FILES         |
| U06  | CCSALL.BIN    |                        |
| U06  | CCSEXP.BIN    | EXPAND COMPRESSED FILE |
| U06  | CCSLOAD.BIN   |                        |
| U06  | SHADOW.BIN    |                        |
| U06  | APPLE.EAT     | READ DOC               |
| U06  | MESSABE       | WORM EATS APPLE LOGO   |
| U06  | BIOCHART      | SCROLLING MESSAGE      |
| U06  | COLORSTK.B01  | BIORYTHM GRAPH         |
| U06  | NEWCLOCK.B01  | PICK COLOR WITH JOYST  |
| U06  | NEWCLOCK.B01  | CLOCK ON SCREEN        |
| U06  | NEWCLOCK.DOC  | ASSEMBLE ML            |
| U06  | MENTEST.DOC   | TEST YOUR ROM CHIPS    |
| U06  | ASMET.D01     | EDIT ML?               |
| U06  | ASMLDR.D01    | LOAD ASSEMBLER         |
| U06  | ASM.D01       | ASSEMBLE ML            |
| U06  | MICROASM.B01  | LOADING ML ASSEMBLER   |
| U06  | LOAD.D01      | LOAD BINARY FILES      |
| U06  | ASM.D01       | ANOTHER ASSEMBLER      |
| U06  | NUM.OBJ       | NUMBER LINES           |
| U06  | COLOR.B01     | SELECT COLORS          |
| U06  | ANTIC PD 010  | SUPER UTILITIES #1     |
| U06  | SUBSORT.ANT   | SORT LIST OF DATA      |
| U06  | TYPE.LIB      | CHECK ANTIC TYPE IN    |
| U06  | CASBARS       | ROMAN NUMERIC CLOCK    |
| U06  | HOMEINVE      | HOME INVENTORY LIST    |
| U06  | KEY6CIPH      |                        |
| U06  | SYNTAB        |                        |
| U06  | COMPARE       | COMPARE TWO FILES      |
| U06  | SUPER.MEN     | NICE MENU              |
| U06  | SCRNPRNT      | SCREEN DUMP ROUTINE    |
| U06  | RENUMBER      | RENUMBER BASIC LINES   |
| U06  | DISKLBL       | MAKE DISK LABELS       |
| U06  | COMPACT       | COMPRESS FILES         |
| U06  | SYSTAT.BAS    | SYSTEM STATUS REPORT   |
| U06  | MEMDUMP       | SAVE MEMORY CONTENTS   |

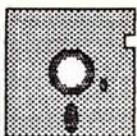
## \*\*\* UTILITIES \*\*\*

| DISK | PROGRAM       | DESCRIPTION            |
|------|---------------|------------------------|
| U14  | BUILD23.BAS   | COPY DISKS             |
| U14  | DUPFAST       | REAL TIME CLOCK        |
| U14  | RTCDCK        | TERMINAL PROGRAM       |
| U14  | MODEL         | SUPER UTILITIES #2     |
| U14  | ANTIC PD 011  | SUPER UTILITIES #3     |
| U15  | ANTIC PD 012  | SECTOR COPIER          |
| U15  | COPYUTL       | PRINT DISK LABELS      |
| U15  | DISKLAB       | DEMONSTRATES GTIA CHIP |
| U15  | BTIADemo      |                        |
| U15  | CONVERT.DOB   |                        |
| U15  | DISASM        | DISASSEMBLE ML         |
| U15  | MODDOS.OBJ    | MODIFY DOS.SYS         |
| U15  | SETUPPTR.BAS  | SET UP PRINTER         |
| U15  | KEYBOARD.BAS  |                        |
| U15  | CBOOTMR       | MAKE BOOT TAPES        |
| U15  | MINIATRM      | TERMINAL PROGRAM       |
| U15  | TINYTEXT      | SMALL PRINT ON PRINTER |
| U15  | R2322.ARS     | RS 232 PROGRAM         |
| U15  | DECTOHEX.ASM  | DECIMAL TO HEXIDECIMAL |
| U16  | SCOPY 105B    | CHAMBERLIN'S NEW SCOPY |
| U16  | SYSCHEK.BAS   | SIMILAR TO SYSTAT      |
| U17  | FILESP.BAS    | SPLIT LONG TEXT FILES  |
| U17  | DINBER.BAS    | LABELS FROM DISK DIR   |
| U17  | ASCII.BAS     | ASCII FILES TO ATASCII |
| U17  | ASCII.DOC     | EXPLAINS ASCII PROB    |
| U17  | DIALER.103    | SEARCHES FOR MODEMS    |
| U17  | BASICHL.P.BIN | WHAT IS THIS ???       |
| U17  | LABEL.P.BIN   | ANOTHER LABEL PROGRAM  |
| U17  | LAP.BAS       | COMPUTES LOAN PAYMENTS |
| U18  | ANTIC PD071   | PERSONAL FINANCE & EDU |
| U18  | BOOK KEEPER   | PERSONAL DATA BASE     |
| U18  | LIFE INSUR    | ANALYZE LIFE INSURANCE |
| U18  | LEDGER        | PERSONAL LEDGER DB     |
| U18  | TEACHER'S WS  | TEACHER'S DATA BASE    |
| U19  | ANTIC PD088   | ICON GRAPHICS EDITOR   |
| U20  | ANTIC PD070   | 108X6 HI-RES DESIGNER  |
| U21  | ACE #0        | "BEST OF ACE SERIES"   |
| U21  | SALT 2        | MEMORY CHIP TEST       |
| U21  | FLAM TEST     | TEST FLOPPY DISKS      |
| U21  | RPM TEST      | DRIVE TACHOMETER       |
| U21  | DISK LABEL    | DISK LABEL FROM DIR    |
| U21  | BLACK RABBIT  | SECTOR COPIER          |
| U22  | PACEMENU.BAS  | FROM PITTSBURGH ACE    |
| U22  | ELECTYPE.BAS  | ELECTRIC TYPEWRITER    |
| U22  | FNTPDLY.BAS   | LOADS DIFFERENT FONTS  |
| U22  | HPHYLWN.BAS   | HAPPY HALLOWEEN        |
| U22  | SOFTKEYS.BAS  | REDEFINE KEYS          |
| U22  | MULTICOPY.BAS | SECTOR COPIER          |
| U22  | ATARI400.BAS  | PICTURE OF 400         |
| U22  | AUTONMBR.BAS  | AUTOMATIC BASIC LINE # |
| U22  | CURSOR.BAS    | ALTERNATE CURSORS      |
| U22  | FASTKEY.BAS   | HIGH SPEED REPEAT      |
| U22  | JOYSTICK.BAS  | JOYSTICK CURSOR CONTRL |
| U22  | MAKERAD.BAS   | CREATE AUTORUM.SYS     |
| U22  | CLRALNMT.BIN  | COLOR ALIGNMENT BEN    |
| U22  | LAMCHINE.BIN  | LA MACHINE             |
| U23  | TURBO BASIC   | GREAT HOLLAND BASIC    |
| U23  | TURBO DOC     | BY WESTERN N.Y.A.U.O.  |
| U23  | ANTIC PD053   | DIAGNOSTIC ARTIST      |
| U23  | ANTIC PD041   | HOMEPAK CUSTOMIZER     |
| U23  | ANTIC PD048   | PROB DESIGN TOOLS      |
| U23  | ANTIC PD067   | QDOS 4.0 FOR 1458XLD   |
| U23  | HOMC MATH     | WEALTH OF CALCULATIONS |
| U23  | ANTIC PD043   | ARTDDB-LOAD PIX W/DDB  |
| U23  | PRINT SHP UT  | PRINT SHOP ON STAR/SEM |
| U23  | ANTIC PD054   | ACTION UTILITIES #1    |
| U23  | ANTIC PD055   | ACTION UTILITIES #2    |
| U23  | DUPFAST.OBJ   | BACK UP YOUR MACE DISK |
| U23  | STICKTST.BAS  | TEST YOUR JOYSTICKS    |
| U23  | DUP2LD.BAS    | DISK COPIER            |
| U23  | NEWDPUP.SYS   | DISK UTILITY SYSTEM    |
| U23  | TESTEXE.OBJ   | TROUBLE SHOOT          |
| U23  | FORMAT1.BAS   | FORMAT DISK            |
| U23  | DISKTEST.BAS  | TEST DISK FOR DAMAGE   |
| U23  | EDITOR.BAS    |                        |
| U23  | TVTEST.BAS    | TEST YOUR MONITOR      |
| U23  | DISKCBAS.BAS  | CREATES MACH LANG MENU |
| U23  | FINANCE.BAS   | CONTROL YOUR MONEY     |
| U23  | BARGRAPH.BAS  | MAKE BARGRAPHS OF DATA |
| U23  | BANKBAL.BAS   | KEEP TRACK OF MONEY    |
| U23  | CHECKPRT.BAS  | PRINT CHECK DATA       |
| U23  | IRA.BAS       | COMPARE IRA ACCOUNTS   |
| U23  | PYPERIDD.BAS  | COMPUTE PAYBACK        |
| U23  | SINKFUND.BAS  | COMPUTE SINKING FUND   |
| U23  | FVINV.BAS     |                        |
| U23  | NPV.BAS       |                        |
| U23  | PRATIO.BAS    | PAYBACK RATIO          |
| U23  | BUSINESS.BAS  |                        |
| U23  | MONEY.BAS     | KEEP TRACK OF IT       |
| U23  | PHONE.BAS     | PHONE LIST             |
| U23  | TAXESV3       | TAX HELP               |
| U23  | TEXTD2        | MINI WORD PROC.        |
| U23  | DATAPLUS      | DATA BASE              |
| U23  | CHECKBK       | CHECK BOOK RECORD      |
| U23  | HOMEFINC      | HOME FINANCE AIDS      |
| U23  | BIRTHM        | CHART YOUR BIRTHDAYS   |
| U23  | BUDGET        | HOME/PERSONAL BUDGET   |
| U23  | CARDFILE      | STORE INFORMATION      |
| U23  | CALENDAR      | CREATE A CALENDAR      |
| U23  | STRESS        | CALCULATE YOUR STRESS  |
| U23  | ELECTRIC      | ELECTRICITY BILL       |
| U23  | ICON SHOP     | CREATE PRINTSHOP ICONS |
| U23  | GRAPHICS OS   | GRAPHICS OPERATING SYS |
| U23  | "C" COMPILER  | FOR 1050 DRIVES ONLY   |
| U23  | COMP CANVAS   | CREATE ART & GRAPHICS  |
| U23  | CALPRT.BAS    | PRINT A CALENDAR       |
| U23  | MAILLIST.BAS  | MAILING LIST           |
| U23  | LOADN.BAS     | PREVENT ACCESS TO COMP |
| U23  | WINK.DUMP     | PICKS LOTTO NUMBERS    |
| U23  | INSPECT.BAS   |                        |
| U23  | BIRTHDAY.BAS  | PRINTS BIRTHDAY CARDS  |
| U23  | TELEDIR.BAS   | TELEPHONE NUMBERS      |
| U23  | CALENDAR.BAS  | PERSONAL CALENDAR      |
| U23  | CARDFILE.BIN  | KEEP TRACK OF THINGS   |
| U23  | HOMESPLAY.OBJ | HOMESPLAY RATES        |
| U23  | INDEX3        | KEEP TRACK OF THINGS   |
| U23  | CHARACTER ED  | CREATE NEW FONTS, ETC  |
| U23  | DISMBLR.BAS   | MACH LANG DISASSEMBLY  |
| U23  | SCALC.BIN     | SPEED CALC BY COMPUTE! |
| U23  | MEMO.BAS      | WRITE MEMO             |
| U23  | DOC.TIT       |                        |
| U23  | DOSVOL1.BAS   | SCREEN DISOLVE         |
| U23  | SCRNCH.BIN    | COMPRESS DISK FILES    |
| U23  | OKIICO.BAS    | OKIMATE PRINTER DEMO   |
| U23  | UNSCRUB.BIN   | UNDO SCRUNCH           |
| U23  | CRB.BAS       |                        |
| U23  | HISDI.BIN     |                        |
| U23  | DATXFER.BAS   |                        |
| U23  | VREM.LST      |                        |
| U23  | DIRECTRY.BAS  |                        |

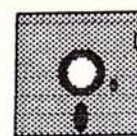
## \*\*\* UTILITIES \*\*\*

| DISK | PROGRAM         | DESCRIPTION               |
|------|-----------------|---------------------------|
| U44  | STRNGCR.BAS     | STRING CREATOR            |
| U44  | MODEM.BAS       | FOR 850 INTERFACE         |
| U44  | MAILLIST.BAS    | MAILING LIST              |
| U44  | LIDRURY.BAS     | CATALOG DISKS, MABS, ETC  |
| U44  | ERRSUR.LST      |                           |
| U44  | BANNER80.PTR    | MAKE BANNERS              |
| U44  | PRETYLST.PTR    | LIST BASIC FILE ON PTR    |
| U44  | FILEREAD.BAS    | READ DISK FILES           |
| U44  | MEMDUMP.BAS     | SAVE MEMORY CONTENTS      |
| U44  | BRAPHIT.BAS     | MAKE BRAPHS               |
| U44  | PMDA.BAS        | PLAYER-MISSILE            |
| U45  | VISED EASEL     | DRAW PICTS, NEEDS DOC!    |
| U46  | CIRCUIT CAD     | COMP AIDED DESIGN SYS     |
| U46  | CAD DOCUMENT    | BRIEF CAD INSTRUCTIONS    |
| U46  | F.R.E.D.        | ML DISASSEMBLER           |
| U46  | SHOPPERS.HLP    | AUTOMATIC SHOP LISTS      |
| U49  | RAINBOW DOS     | LOADS PICS FROM DOS!      |
| U50  | GRAPHICS AID    | MOTHER HUBBARD'S UTIL     |
| U51  | OR.8 TEXT       | AUSTRALIAN GRAPHIC ED     |
| U51  | OR.8 TEXT       | TEXT/BRAFX, NEEDS DOC     |
| U52  | HIGHLIGHT.BAS   | HIGH BASIC PROG. LINES    |
| U52  | SYNPRINT.BAS    | SYNFILE UTIL              |
| U52  | SYNPREP.LST     |                           |
| U52  | SYNPRINT.DOC    |                           |
| U52  | ROTPT.BAS       | ROTATE PRINT ON 1020      |
| U52  | FEDTAX85.8C     | FEDERAL TAX AID           |
| U52  | FID.COM         |                           |
| U52  | ARTSHOW.BAS     | ATARI'S DISK REPAIR       |
| U52  | PEKASCN.BAS     | PEEK INTO COMP MEMORY     |
| U52  | ANGLE           |                           |
| U52  | SECTCOMP        | COMPARE DISK SECTORS      |
| U52  | SPELLFIX.BAS    | GENERIC SPELL CHECKER     |
| U52  | PSHOPBEM.BAS    | PRINTSHOP-BEMINI DRIVE    |
| U52  | PSHOPBEM.COM    |                           |
| U53  | ARTSHOW.BAS     |                           |
| U53  | FADER.OBJ       | SHOW KOALA PICS           |
| U53  | PAINTER.OBJ     | CREATE PICS               |
| U53  | MAGICLAN.BAS    | SHOW KOALA PICS           |
| U53  | SPHERE.BAS      | DRAW A SPHERE             |
| U53  | FILL.ASH        |                           |
| U53  | TRANS.ASH       |                           |
| U53  | FONT.BAS        | NEW FONT                  |
| U53  | FRACFA.BAS      | FRACTAL PICS              |
| U53  | DISPIX.BAS      | DIGITAL PIC UTILITY       |
| U53  | MICLOAD.BAS     | SHOW MICROPAINTER PICS    |
| U53  | CONVERT.BAS     | CONVERT PIC. FORMATS      |
| U53  | SCREDIT.OBJ     | SCREEN EDITOR             |
| U53  | WINDOWS.WINDOWS | WINDOW SCREEN WINDOWS     |
| U53  | PMCURSOR.BAS    | PLAYER/MISSILE CURSOR     |
| U53  | ANIMATOR.BAS    | MAKE PICS MOVE            |
| U53  | SEARCHII.LST    | SEARCH FILE FOR DATA      |
| U54  | EDITORII.LST    |                           |
| U54  | DESIGNER.LBL    | MAKE PRINTSHOP LABELS     |
| U54  | BALLOON.FNT     | NEW FONT                  |
| U54  | BLOCK.FNT       | NEW FONT                  |
| U54  | SPELLER.OBJ     | GENERIC SPELL CHECKER     |
| U54  | SPMANT.OBJ      | SPELLER DICTIONARY AID    |
| U54  | DB.COM          | SPELLER DICTIONARY        |
| U54  | CASLDB.NEC      | MUSIC CASLDB, BEMINI      |
| U54  | CASLDB.EPS      | MUSIC CASLDB, EPSON       |
| U54  | CASLDB.OKI      | MUSIC CASLDB, OKI         |
| U54  | PS2VIS          | PRINTSHOP TO V? ITR       |
| U54  | PSBL.PRO        | PRINT SHOP ON ITR         |
| U54  | PSBL.EPS        | PRINTSHOP ON EPSON        |
| U54  | DOCUMENT.ATN    | DOCUMENTS FOR DISK        |
| U54  | SCREENDUMP 2    | WRITTEN IN GERMAN LANG    |
| U54  | SCREENDUMP      | KOALA/MICRO ILL. DUMP     |
| U54  | SCREENDUMP 2    | 10 PICS ON THIS DISK      |
| U54  | ANALOB'S DB     | BY WAUB'S DOUB FELDMAN    |
| U54  | ANALOBDB.DOC    | DOCUMENTATION FOR DISK    |
| U54  | DATA FILES      | SEVERAL DB DEMO FILES     |
| U54  | DECDEP.FNT      | NEW FONT FOR EPSON/BEMINI |
| U54  | CONVERT.LST     | FONT CREATING TOOL        |
| U54  | CUSTOM.BAS      | LOAD CUSTOM PRINT FONT    |
| U54  | COMPUTER.SET    | FONTS FOR CUSTOM.BAS      |
| U54  | SOI0FIX.LST     | FOR THE STAR/SEM 10       |
| U54  | CALENDAR.BAS    | APPOINTMENT CALENDAR      |
| U54  | TINYLIST.BAS    | TINY LISTING ON PRINTR    |
| U54  | PILOTDRIP.BAS   | PROGRAMS FOR 1020 PLOT    |
| U54  | CBP220.BAS      | SCREEN DUMP FOR RS CBP    |
| U54  | EPSET           | VISICAL ON EPSON PRNT     |
| U54  | FONTDATA.BAS    | CREATE MORE PRNT FONTS    |
| U54  | SSTRAPS.LST     | WHAT IS THIS ?            |
| U54  | EPSONDMP.LST    | EPSON SCREEN DUMP         |
| U54  | CITDHPD.LST     | CITDHP SCREEN DUMP        |
| U54  | KMIDUMP.BAS     | DUMP FOR WHAT PRINTER?    |
| U54  | MULTILAB.ELB    | MAKE LOTS OF LABELS       |
| U54  | ZPLOTTER.BAS    | 3-D PLOTTER               |
| U54  | PRINTER1.BAS    | PRINTER UTILITIES         |
| U54  | S.BAS           | ANALOB'S GRAPHICS UTIL    |
| U54  | TURTLE.BAS      | TURTLE PLOT ON 1020       |
| U54  | KALEID.DUR      | USE WITH TURTLE.BAS       |
| U54  | BIFTWRAP.NEC    | MAKE CUSTOM WRAP PAPER    |
| U54  | ENVELOPE        | PRINT ENVELOPES           |
| U54  | NECFIX.LST      | SET MORE CHARACTER/LINE   |





# PROGRAMS AVAILABLE FROM THE MACE LIBRARY



## MUSIC

## MUSIC

## EDUCATIONAL

| DISK | PROGRAM       | DESCRIPTION           |
|------|---------------|-----------------------|
| M01  | HAPPYDAY.BAS  | "                     |
| M01  | MAGIC.BAS     | JEAN ROWE MUSIC       |
| M01  | HARMONIA.UTL  | 4-VOICE MUSIC UTILIT  |
| M01  | SOAP.BAS      | BASIC MUSIC           |
| M01  | ENTERTAN.BAS  | "                     |
| M01  | MAHOBANY.BAS  | "                     |
| M01  | MYWORLD.BAS   | "                     |
| M01  | STEVIE.BAS    | "                     |
| M01  | LCANDEUR.BAS  | "                     |
| M01  | SONATA.BAS    | "                     |
| M01  | PUFF.BAS      | "                     |
| M01  | STARWARS.BAS  | "                     |
| M01  | CHOPSTIX.BAS  | "                     |
| M01  | FUGUE.BAS     | "                     |
| M01  | BEETS5TH.BAS  | "                     |
| M01  | PIANO.UTL     | CREATE YOUR OWN MUSII |
| M01  | MASH.BAS      | BASIC MUSIC           |
| M02  | STAIRWAY.AMS  | AMS MUSIC             |
| M02  | OPENARMS.AMS  | "                     |
| M02  | STARWARS.AMS  | "                     |
| M02  | LINUS.AMS     | "                     |
| M02  | MACBYVER.AMS  | "                     |
| M02  | BELRO2.AMS    | "                     |
| M02  | FURELISE.AMS  | "                     |
| M02  | MASH.AMS      | "                     |
| M02  | J8OND.AMS     | "                     |
| M03  | AMADEUS.AMS   | AMS MUSIC             |
| M03  | YODATHER.AMS  | "                     |
| M03  | GHOSEBUST.AMS | "                     |
| M03  | GIRLSFUN.AMS  | "                     |
| M03  | CHEERS.AMS    | "                     |
| M03  | JUMP.AMS      | "                     |
| M03  | SUPERMAN.AMS  | "                     |
| M03  | YELWSUB.AMS   | "                     |
| M03  | YAKSAX.AMS    | "                     |
| M03  | RONDEU.AMS    | "                     |
| M03  | FROLIC.AMS    | "                     |
| M04  | GHSTRIDR      | JUKEBOX PLAYER MUSIC  |
| M04  | KOSSIMAR      | "                     |
| M04  | HMANTUCH      | "                     |
| M04  | SCENCFIC      | "                     |
| M04  | MCCEE         | "                     |
| M04  | COKEBONB      | "                     |
| M04  | BOOBIE2       | "                     |
| M04  | LEADBAND      | "                     |
| M04  | ATIME4US      | "                     |
| M04  | SUDDENLY      | "                     |
| M04  | THORNBDR      | "                     |
| M04  | EASY          | "                     |
| M05  | FIDFAD        | JUKEBOX MUSIC         |
| M05  | AIRFON        | "                     |
| M05  | CHARAD        | "                     |
| M05  | FUREL1        | "                     |
| M05  | HALEUA        | "                     |
| M05  | TMASTTM       | "                     |
| M05  | MIDORF        | "                     |
| M05  | LADLY         | "                     |
| M06  | ROBOT         | JUKEBOX MUSIC         |
| M06  | HARTSOUL      | "                     |
| M06  | BRCKWALL      | "                     |
| M06  | GOODTSHU      | "                     |
| M06  | BOND          | "                     |
| M06  | MUNSTERS      | "                     |
| M06  | CUEBALLS      | "                     |
| M06  | BLORIA        | "                     |
| M07  | COMIDI        | JUKEBOX PLAYER MUSIC  |
| M07  | GLADTR        | "                     |
| M07  | MALA          | "                     |
| M07  | MINUET        | "                     |
| M07  | MUSICBX       | "                     |
| M07  | JUMP          | "                     |
| M07  | ASKNOQUS      | "                     |
| M07  | FORLUVRB      | "                     |
| M07  | MYFRIEND      | "                     |
| M07  | NEWHART       | "                     |
| M07  | PPANTHER      | "                     |
| M07  | TWOAROAD      | "                     |
| M08  | YAKBAX        | JUKEBOX PLAYER MUSIC  |
| M08  | RAIDER        | "                     |
| M08  | ATEAM         | "                     |
| M08  | LINUS         | "                     |
| M08  | CESRDKND      | "                     |
| M08  | JOPLIN        | "                     |
| M08  | MOON3         | "                     |
| M08  | SIXWIVES      | "                     |
| M09  | MOOD          | JUKEBOX PLAYER MUSIC  |
| M09  | BRICK         | "                     |
| M09  | CLASSICS      | "                     |
| M09  | INVL4         | "                     |
| M09  | WERWORLD      | "                     |
| M09  | INVEN15       | "                     |
| M09  | AXELF         | "                     |
| M09  | LONGRD        | "                     |
| M09  | PENNYLNE      | "                     |
| M10  | HICKLY.AMS    | AMS MUSIC             |
| M10  | ASKED.AMS     | "                     |
| M10  | NINETOS.AMS   | "                     |
| M10  | SURFUSA.AMS   | "                     |
| M10  | SWEETDRM.AMS  | "                     |
| M10  | MASH.AMS      | "                     |
| M10  | WILDFIRE.AMS  | "                     |
| M10  | COUNTRY.AMS   | "                     |
| M10  | STARWARS.AMS  | "                     |
| M10  | RAIDER.AMS    | "                     |
| M10  | MHSIXTY4.AMS  | "                     |
| M10  | EMPIRE.AMS    | "                     |
| M10  | CHEERS.AMS    | "                     |
| M11  | BEATIT.AMS    | AMS MUSIC             |
| M11  | BAYSAYS.AMS   | "                     |
| M11  | BILJEAN.AMS   | "                     |
| M11  | THRILLER.AMS  | "                     |
| M11  | STONE.AMS     | "                     |
| M11  | THEBOY.AMS    | "                     |
| M11  | JOURNEY.AMS   | "                     |
| M11  | DALLAS.AMS    | "                     |
| M11  | AMERICA.AMS   | "                     |
| M12  | TOCATTA       | JUKEBOX PLAYER MUSIC  |
| M12  | EYETIGER      | "                     |
| M12  | DUSTWIND      | "                     |
| M12  | MOON          | "                     |
| M12  | CLASSICS      | "                     |
| M12  | GNOPHRTS      | "                     |
| M12  | CALLDAY       | "                     |
| M13  | GIRLSFUN      | JUKEBOX PLAYER MUSIC  |
| M13  | BUSTERS       | "                     |
| M13  | JUMP          | "                     |
| M13  | ROXANNE       | "                     |
| M13  | THEWORLD      | "                     |
| M13  | VIRGIN        | "                     |
| M14  | SATIN         | JUKEBOX PLAYER MUSIC  |
| M14  | BODARAG       | "                     |
| M14  | ATRAIN        | "                     |
| M14  | TAKEFIVE      | "                     |

| DISK | PROGRAM       | DESCRIPTION             |
|------|---------------|-------------------------|
| M14  | LUSHLIFE      | "                       |
| M14  | FIFTH         | "                       |
| M14  | SUMMER        | "                       |
| M14  | THEMOOD       | "                       |
| M14  | USEDTOBE      | "                       |
| M14  | BIRD          | "                       |
| M14  | RHAPBODY      | "                       |
| M14  | SOUTHERN      | "                       |
| M14  | RAMBLE        | "                       |
| M15  | MOOD.AMS      | AMS MUSIC               |
| M15  | BALLONS.AMS   | "                       |
| M15  | AXELF.AMS     | "                       |
| M15  | BEATIT.AMS    | "                       |
| M15  | EYETIGER.AMS  | "                       |
| M15  | LIGHT.AMS     | "                       |
| M15  | STARWARS.AMS  | "                       |
| M16  | STAIRWAY.AMS  | AMS MUSIC               |
| M16  | BENNY.AMS     | "                       |
| M16  | VOLARE.AMS    | "                       |
| M16  | MASH.AMS      | "                       |
| M16  | WERTHW.AMS    | "                       |
| M16  | SHOBST.AMS    | "                       |
| M16  | VIEWKILL.AMS  | "                       |
| M17  | BAS           | JUKEBOX PLAYER MUSIC    |
| M17  | BAYSAY.AMS    | "                       |
| M17  | FLASH.AMS     | "                       |
| M17  | GIRLS.AMS     | "                       |
| M17  | FAME.AMS      | "                       |
| M17  | YESTDY.AMS    | "                       |
| M18  | PNKPANTH.AMS  | AMS MUSIC               |
| M18  | COKE.AMS      | "                       |
| M18  | WHENIM64.AMS  | "                       |
| M18  | JUSTBEON.AMS  | "                       |
| M18  | BATTLE.AMS    | "                       |
| M18  | CAROLS.AMS    | "                       |
| M19  | LIBERT.AMS    | AMS MUSIC               |
| M19  | MNSTR6.AMS    | "                       |
| M19  | CLOSE.AMS     | "                       |
| M19  | FERRY.AMS     | "                       |
| M19  | CALLME.AMS    | "                       |
| M19  | TRDM76.AMS    | "                       |
| M19  | STEVIE.OBJ    | "                       |
| M19  | WILTEL.AMS    | "                       |
| M20  | VIRGIN.AMS    | AMS MUSIC               |
| M20  | HOLDHAND.AMS  | "                       |
| M20  | PRODMARY.AMS  | "                       |
| M20  | NEWYOR.AMS    | "                       |
| M20  | SEALOV.AMS    | "                       |
| M20  | MYLOVE.AMS    | "                       |
| M20  | HARVST.AMS    | "                       |
| M20  | FASCIN.AMS    | "                       |
| M20  | EVERYB.AMS    | "                       |
| M21  | JSTWAY.AMS    | AMS MUSIC               |
| M21  | CHEERS.AMS    | "                       |
| M21  | TREK.AMS      | "                       |
| M21  | HAWAII.AMS    | "                       |
| M21  | RUDLPH.AMS    | "                       |
| M22  | BWSTAR.AMS    | AMS MUSIC               |
| M22  | RAPBLU.AMS    | "                       |
| M22  | RHYTHM.AMS    | "                       |
| M22  | LETITB.AMS    | "                       |
| M22  | RIBBY.AMS     | "                       |
| M22  | THRILL.AMS    | "                       |
| M22  | NINE25.AMS    | "                       |
| M22  | LAUGHN.AMS    | "                       |
| M23  | DRUMS.BAS     | DRUM SYNTHESIZER        |
| M23  | BASS.BAS      | BASS SYNTHESIZER        |
| M23  | BSYNTH.OBJ    | WHAT IS THIS?           |
| M23  | SOUNDS.BAS    | SOUND DEMONSTRATION     |
| M23  | BANJO.BAS     | SYNTHESIZER             |
| M23  | MUSICIAN.BAS  | WRITE MUSIC             |
| M23  | QUITAR.BAS    | UITAR CHORD POSITIONS   |
| M23  | GUITNER.BAS   | "                       |
| M23  | MUSIC1        | MUSIC THEORY PART 1     |
| M23  | MUSIC2        | MUSIC THEORY PART 2     |
| M23  | MUSIC3        | MUSIC THEORY PART 3     |
| M24  | PAPER         | PAPERBACK WRITER        |
| M24  | SHELOVES      | "                       |
| M24  | ELEANOR       | ELEANOR RIBBSY          |
| M24  | LUCYNSKY      | LUCY IN THE SKY         |
| M24  | LOVEHEDD      | LOVE ME DO              |
| M24  | NOWHERE       | NO WHERE MAN            |
| M24  | HOLDHAND      | WANT TO HOLD YOUR HAND  |
| M24  | YESTERDA      | YESTERDAY               |
| M24  | WOOD          | NORWEGIAN WOOD          |
| M25  | STRNLIFE.MCC  | 16-BIT SOUND FOR 8-BIT  |
| M25  | SUNFLOWR.MCC  | "                       |
| M25  | EUMWIA.MCC    | "                       |
| M25  | WALLST.MCC    | "                       |
| M25  | ALABAMA.MCC   | "                       |
| M25  | CNTRYCLB.MCC  | "                       |
| M25  | FIBLEAF.MCC   | "                       |
| M25  | HAPLE.MCC     | "                       |
| M25  | MC25.OBJ      | "                       |
| M25  | SOUND16.BAS   | 16-BIT DEMO             |
| M25  | MAGIC.BAS     | JEAN ROWE MUSIC         |
| M26  | CHAINBND      | CHAIN GANG PRETENDERS   |
| M26  | REDBALLO      | RED BALLON              |
| M26  | ROXANNE       | ROXANNE                 |
| M26  | WHO CAN IT BE | WHO CAN IT BE           |
| M26  | AMERICAN      | AMERICAN PIE D.MCLEAN   |
| M26  | POTTYMNS      | "                       |
| M26  | DREAMING      | I LIKE DREAMING         |
| M27  | DOWNDND       | FROM THE LAND DOWNDNR   |
| M27  | ICE CASTLE    | ICE CASTLE              |
| M27  | FANTASY       | FANTASY                 |
| M27  | MANODANC      | YOUR MOMMA DON'T DANCE  |
| M27  | STING         | MOVIE THEME SONGS       |
| M27  | HILLST        | HILL STREET BLUES       |
| M27  | HERE          | HERE, THERE, EVERYWHERE |
| M27  | KNIGHT        | TV PROGRAM THEME SONGS  |
| M28  | LETITB        | LET IT BE BEATLES       |
| M28  | MAJORTOM      | MAJOR TOM               |
| M28  | GOODVIB       | GOOD VIBRATIONS         |
| M28  | SUPERMAN      | SUPERMAN THEME          |
| M28  | TWTFATE       | TWIST OF FATE           |
| M28  | ALLEYCAT      | ALLEY CAT               |
| M28  | AQUARIUS      | AQUARIUS FROM HAIR      |
| M28  | BONDS07       | JAMES BOND THEME        |
| M28  | YOHOSONS      | "                       |
| M28  | YOHERRY       | "                       |
| M28  | TWISTSONB     | TWILIGHT SONGS          |
| M29  | SOUND DEMO 1  | 20 SONGS FROM GERMANY   |
| M30  | GIRL.AMS      | A GIRL BY BEATLES       |
| M30  | HEYJUDE.AMS   | HEY JUDE BY BEATLES     |
| M30  | SIXTY4.AMS    | WHEN I'M SIXTY FOUR     |
| M30  | LETITB.AMS    | LET IT BE BY BEATLES    |
| M30  | WOMAN.AMS     | WE CAN WORK IT OUT      |
| M30  | IMAGINE.AMS   | IMAGINE BY JOHN LENNON  |
| M30  | MABBBIE.AMS   | MABBBIE MAY BY BEATLES  |
| M30  | THEBOY.AMS    | THE BOY                 |
| M30  | ALLNEED.AMS   | ALL I NEED IS YOU       |
| M30  | BILTCITY.AMS  | I BUILD THE CITY        |

| DISK | PROGRAM       | DESCRIPTION            |
|------|---------------|------------------------|
| E01  | README.BAS    | DESCRIBES THESE FILES  |
| E01  | PREMATH.BAS   | SEE README.BAS         |
| E01  | COUNT.BAS     | "                      |
| E01  | TUNEFUN.BAS   | "                      |
| E01  | ABSTRIN.BAS   | "                      |
| E01  | ODDMAN.BAS    | "                      |
| E01  | HOMMANY.BAS   | "                      |
| E01  | OLDMAC.BAS    | "                      |
| E01  | SIMON.BAS     | "                      |
| E02  | README.BAS    | EXPLAINS THESE FILES   |
| E02  | ALPHBLST.BAS  | SEE README.BAS         |
| E02  | NUMBERS.BAS   | "                      |
| E02  | PLAYBACK.BAS  | "                      |
| E02  | WRITER.BAS    | "                      |
| E02  | COUNTING.BAS  | "                      |
| E02  | MATCHPIC.BAS  | "                      |
| E02  | ADDITION.BAS  | "                      |
| E02  | COLRTYPE.BAS  | "                      |
| E02  | CHANGE.BAS    | "                      |
| E02  | ALPHBLOX.BAS  | "                      |
| E02  | ADDIT.BAS     | "                      |
| E02  | ANIMATH.BAS   | EXPLAINS THESE FILES   |
| E03  | README.BAS    | "                      |
| E03  | STATES.BAS    | "                      |
| E03  | MATHFUN.BAS   | "                      |
| E03  | KEYPANIC.BAS  | "                      |
| E03  | MULTIPLY.BAS  | "                      |
| E03  | FUNCTION.BAS  | "                      |
| E03  | SPEECH.BAS    | "                      |
| E03  | LIGHT.BAS     | "                      |
| E03  | STARS.BAS     | "                      |
| E04  | README.BAS    | EXPLAINS THESE FILES   |
| E04  | SCIZUIZ.BAS   | SEE README.BAS         |
| E04  | FLASS.BAS     | "                      |
| E04  | SUBTRACT.BAS  | "                      |
| E04  | MATHATH.BAS   | "                      |
| E04  | TYPING.BAS    | "                      |
| E04  | BEQQUIZ.BAS   | "                      |
| E04  | ZAMRCON.BAS   | "                      |
| E04  | ARITHTRX.BAS  | "                      |
| E04  | CHORDPGM.BAS  | "                      |
| E04  | SPELLING.BAS  | "                      |
| E04  | COLORMIX.BAS  | "                      |
| E04  | MORDADV.BAS   | "                      |
| E05  | README.BAS    | EXPLAINS THESE FILES   |
| E05  | LEMONADE.BAS  | SEE README.BAS         |
| E05  | MATHMABI.BAS  | "                      |
| E05  | SIMON2.BAS    | "                      |
| E05  | TESTER.BAS    | "                      |
| E05  | MEASURE.BAS   | "                      |
| E05  | SPEEDRDB.BAS  | "                      |
| E05  | TRIVIA.BAS    | "                      |
| E05  | QUESNUM.BAS   | EXPLAINS THESE FILES   |
| E06  | README.BAS    | SEE README.BAS         |
| E06  | WORLDCAF.BAS  | "                      |
| E06  | HORSE.BAS     | "                      |
| E06  | MEMORY.BAS    | "                      |
| E06  | MULTIPLY.BAS  | "                      |
| E06  | MATHROUT.BAS  | "                      |
| E06  | FIRSTAID.BAS  | "                      |
| E06  | MATHWARS.BAS  | "                      |
| E06  | ROMANS.BAS    | "                      |
| E07  | CPR TUTOR     | ATARI CPR TRAINING     |
| E08  | README.BAS    | EXPLAINS THIS DISK     |
| E08  | SINEMAVE.BAS  | PLOTS SINE FORMULAE    |
| E08  | FANROBE.BAS   | GEOMETRIC PLOTS        |
| E08  | STATECAP.BAS  | TEACH/QUIZ STATE CAPS  |
| E08  | HANGMAN.BAS   | LEARN SPELLING         |
| E08  | BOURREAU.BAS  | "                      |
| E08  | GEOMETRY.BAS  | GEOMETRY PRACTICE      |
| E08  | GRAPHICS.BAS  | GRAPH FUNCTIONS        |
| E08  | QUIZ.BAS      | TEST YOUR KNOWLEDGE    |
| E08  | ADDING.BAS    | BASIC MATH EXERCISE    |
| E09  | README.BAS    | EXPLAINS THIS DISK     |
| E09  | FRENNAME.BAS  | PRACTICE FRENCH        |
| E09  | AMERICAS.BAS  | LEARN ABOUT NA,CA,GA   |
| E09  | SCRAMWDS.BAS  | UNSCRAMBLE WORDS       |
| E09  | GEORPHY.BAS   | WORLD FACTS            |
| E09  | MLTBLD.BAS    | MULTIPLICATION GAME    |
| E09  | CHANGE.BAS    | "                      |
| E09  | MATHQUIZ.BAS  | MATH SKILL TEST        |
| E10  | README.BAS    | EXPLAINS THIS DISK     |
| E10  | BARNYARD.BAS  | LEARN THE ANIMALS      |
| E10  | HANGSUOT.BAS  | LEARN FAMOUS QUOTES    |
| E10  | SPELLING.BAS  | SPELLING EXERCISE      |
| E10  | STATES.BAS    | LEARN STATE FACTS      |
| E10  | METRICS.BAS   | METRIC SYSTEM CONVERS  |
| E10  | SUPRELETR.BAS | "                      |
| E10  | BABELS.BAS    | "                      |
| E10  | TRAP.BAS      | GUESS THE NUMBER SEQ   |
| E10  | MATHQUIZ.BAS  | MATH SKILL TEST        |
| E10  | DIVISION.BAS  | DIVISION SKILL TEST    |
| E10  | BIORYTHM.BAS  | PLOT YOUR BIORYTHM     |
| E11  | NATION FLAGB  | FROM MACE OF AUSTRALIA |
| E11  | NATION FLAGB  | LEARN OTHER COUNTRIES  |
| E12  | WORD BUILDER  | INCREASE YOUR VOCAB    |
| E13  | SPELTEST.SYS  | "                      |
| E13  | TEACHER.SYS   | "                      |
| E14  | INFOBASE.B    | "                      |
| E14  | INFOBASE      | "                      |
| E14  | LETTER        | "                      |

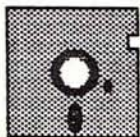
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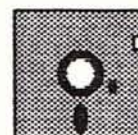
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| *** GAMES *** |              |                         |        | *** GAMES *** |                    |                         |        |
|---------------|--------------|-------------------------|--------|---------------|--------------------|-------------------------|--------|
| DISK          | PROGRAM      | DESCRIPTION             | GROUP  | DISK          | PROGRAM            | DESCRIPTION             | GROUP  |
| 001           | SYNTRON.BIN  | BINARY GAME             | GAME   | 029           | VINTAGE 03         | EARLY ATARI GAMES       | GAMES  |
| 001           | COBMIC.OBJ   | "                       | GAME   | 029           | LEYTE.11           | FAMOUS 02, BATTLE       | GAMES  |
| 001           | AVANCH.OBJ   | "                       | GAME   | 029           | MOONBURV.1AL       | SURVIVE BY YOUR WITS    | GAME   |
| 001           | LIBRARY.DOC  | PRINT REQUEST FOR HELP  | UTIL   | 029           | MUNCHERS.DCT       | "                       | GAME   |
| 001           | HOCKEY.OBJ   | BINARY GAME             | GAME   | 029           | MATCHES.BAS        | "                       | GAME   |
| 001           | SK1.OBJ      | "                       | GAME   | 029           | MOBBERS.BAS        | "                       | GAME   |
| 001           | CIRCUIT.OBJ  | "                       | GAME   | 029           | HAILMAN.BAS        | "                       | GAME   |
| 001           | DMNBIRDS.OBJ | "                       | GAME   | 029           | PINBALL.BAS        | "                       | GAME   |
| 001           | BEAMATRN.OBJ | "                       | GAME   | 029           | MASIC.BAS          | "                       | GAME   |
| 001           | HARVY.OBJ    | "                       | GAME   | 029           | PAINTDUE.BAS       | SPRAY PAINT BATTLE      | GAME   |
| 001           | PONS.OBJ     | "                       | GAME   | 029           | PRICE.BAS          | THE PRICE IS RIGHT      | GAME   |
| 001           | HIRIBE.OBJ   | "                       | GAME   | 030           | VINTAGE 04         | EARLY ATARI GAMES       | GAMES  |
| 001           | BRICK.OBJ    | "                       | GAME   | 030           | PINBALL.BAS        | "                       | GAME   |
| 001           | ANDROTOM.OBJ | "                       | GAME   | 030           | SUPERMAN.BAS       | SEARCH FOR VILLAINS     | GAME   |
| 001           | LIBRARY.BAS  | EXPLAINS LIBRARY.DOC    | GAME   | 030           | STARMERC.BAS       | INTERPLANETARY TRADER   | GAME   |
| 002           | RTROFIRE.OBJ | BINARY GAME             | GAME   | 030           | SPACDUEL.BAS       | "                       | GAME   |
| 002           | MANIAC.OBJ   | "                       | GAME   | 030           | STARDSTR.BAS       | STAR DESTROYER          | GAME   |
| 002           | RAINTRM.OBJ  | "                       | GAME   | 030           | SUPSLOTS.BAS       | SUPER SLOTS             | GAME   |
| 002           | CRASHDIV.OBJ | "                       | GAME   | 030           | SUPRCUBE.2         | SUPER CUBE              | GAME   |
| 002           | FIREBUS.OBJ  | "                       | GAME   | 030           | SLIDE.BAS          | "                       | GAME   |
| 002           | POPCORN.OBJ  | BINARY GAME             | GAME   | 031           | VINTAGE 05         | EARLY ATARI GAMES       | GAMES  |
| 002           | LAZRTYP.OBJ  | "                       | GAME   | 031           | SIMON.BAS          | "                       | GAME   |
| 002           | ELEVATOR.OBJ | "                       | GAME   | 031           | TREASURE.BAS       | SEARCH FOR TREASURE     | GAME   |
| 002           | CENTYPED.OBJ | "                       | GAME   | 031           | TREMAZE.BAS        | "                       | GAME   |
| 002           | WARRIOR.BIN  | "                       | GAME   | 031           | SNOWIRD.BAS        | RUSSIAN ROULETTE        | GAME   |
| 002           | ROTO.OBJ     | "                       | GAME   | 031           | SNARK.BAS          | SNOW BIRD               | GAME   |
| 002           | LIBRARY.DOC  | PRINT REQUEST FOR HELP  | UTIL   | 031           | SABOTAGE.BAS       | "                       | GAME   |
| 002           | LIBRARY.BAS  | EXPLAINS LIBRARY.DOC    | README | 031           | SPACELAN.DER       | SPACE LANDER            | GAME   |
| 003           | SPEEDSKI     | JOYSTICK SKIER          | GAME   | 032           | CRASH              | BUILD A BRIDGE          | GAME   |
| 003           | HAZEAN       | BATTLE IN THE MAZE      | GAME   | 032           | WINDSE             | EAT TO ENEMY            | GAME   |
| 003           | LABRTYPE     | GAME TO IMPROVE TYPING  | GAME   | 032           | MUNCH              | TRY TO ESCAPE           | GAME   |
| 003           | HOCKEY       | AIR HOCKEY              | GAME   | 032           | KIDNAPED           | "                       | GAME   |
| 003           | INCOMING     | ENEMY PARATROOPERS      | GAME   | 032           | SWARM              | THE BUGS ARE COMING     | GAME   |
| 003           | AVANCH       | AVOID BOULDERS          | GAME   | 032           | BACKSAM.BAS        | BACKSAMON GAME          | GAME   |
| 003           | FILLERUP     | SIMILAR TO OX           | GAME   | 033           | BLACKBRD.BAS       | BLACK BIRD GAME         | GAME   |
| 003           | FROBBIE      | IMITATION FROBBER       | GAME   | 033           | SPMUL.ACF.MENU     | ST. PAUL ACE MENU       | UTIL   |
| 003           | ALIEN        | ALIEN SPACE SHIPS       | GAME   | 033           | HIDNMAZE.BAS       | HIDDEN MAZE GAME        | GAME   |
| 003           | ELECTRO      | SHOOT-EM-UP GAME        | GAME   | 033           | DEFEND.COM         | DEFEND US FROM ATTACK   | GAME   |
| 003           | SHOOT        | SHOOT A CANNON          | GAME   | 033           | RUNSHOOT.BAS       | SHOOT ON THE RUN        | GAME   |
| 003           | ROAD         | ONE FOR THE ROAD(TEXT)  | GAME   | 033           | POKERBOL.COM       | POKER FOR ONE PLAYER    | GAME   |
| 003           | DEFEND       | EASY GAME               | GAME   | 033           | RESCUB.COM         | RESCUE MISSION IN SUB   | GAME   |
| 003           | LIFE         | FROM SCIENTIFIC AMER.   | GAME   | 034           | ESCAPE             | ESCAPE FROM CAPTORS     | GAME   |
| 003           | BLAST        | MORE ALIEN SHIPS        | GAME   | 034           | GALACTIC           | GALACTIC DEFENSE        | GAME   |
| 003           | TROM         | LIGHT CYCLE CONTEST     | GAME   | 034           | PWRSTAR.COM        | POWER STAR DEMO         | GAME   |
| 003           | CHISELER     | REQUIRES PADDLES        | GAME   | 034           | PERCENT            | GUESS PERCENT ON LINE   | GAME   |
| 004           | CHARLIE.BAS  | GOODBYE CHARLIE!        | GAME   | 034           | BOWLING.RUN        | BOWLING LAMES           | GAME   |
| 004           | BOXIN.BAS    | ENCLOSE OPPONENT        | GAME   | 034           | SLOTMACH.BAS       | PLAY THE SLOT MACHINE   | GAME   |
| 004           | VALIANT.BAS  | MAZE ADVENTURE          | GAME   | 034           | GAMES 05           | GAMES FROM BERMAN       | GAMES  |
| 004           | HAZENVE.BAS  | ANOTHER MAZE TO BEAT    | GAME   | 035           | OLYMPICGAMES       | OLYMPIC GAMES           | GAMES  |
| 004           | FOOTBALL.BAS | FOOTBALL GAME           | GAME   | 036           | GAMES 06           | GAMES FROM BERMAN       | GAMES  |
| 004           | FIFTEEN.BAS  | THE OLD POCKET GAME     | GAME   | 036           | SCHATZ             | GET TREASURE FROM MINE  | GAME   |
| 004           | NORAD2.BAS   | WARBANE TYPE HACKING    | GAME   | 036           | CHARLY             | ESCAPE FROM GRAVE YARD  | GAME   |
| 004           | TANK.BAS     | CUTE DEMO               | DEMO   | 036           | BANK               | COMPUTER MUSIC          | MUSIC  |
| 005           | OTHELLO.BAS  | REVERSI                 | GAME   | 036           | WORDFIND           | WORD-FINDER PUZZLES     | GAME   |
| 005           | OILGAME.BAS  | "HILDCAT" DRILLING      | GAME   | 036           | BIFFDROP           | "                       | GAME   |
| 005           | ROKSLIDE.BAS | FROM ANTIC MAGAZINE     | GAME   | 036           | TELL               | SHOOT LIKE WILLIAM TEL  | GAME   |
| 005           | YANTZEE.BAS  | THE OLD DICE GAME       | GAME   | 036           | ANDOCK             | " ? ? ? ?               | GAME   |
| 005           | SNOWBIRD.BAS | CATCH BIRDS             | GAME   | 037           | GAMES 09           | GAMES FROM BERMAN       | GAMES  |
| 005           | TTT3D.BAS    | 3-DIMENS TIC-TAC-TOE    | GAME   | 037           | CAVEFLIG           | WON'T RUN, NEEDS WORK   | GAME   |
| 005           | KNTBATT.BAS  | KNIGHTS HAD CANNONS?    | GAME   | 037           | MAGIC              | TRAVEL THROUGH MAZE     | GAME   |
| 006           | LABRYNTH     | FAST ACTION MAZE        | GAME   | 037           | LABER              | DON'T TOUCH WALLS       | GAME   |
| 006           | GAMBLER.BAS  | BRING YOUR PAYCHECK     | GAME   | 037           | STRAUSS            | ROOSTER AFTER YOUR HEN  | GAME   |
| 006           | SNOKEY.BAS   | BE BURT REYNOLDS        | GAME   | 037           | ROULETT            | ALL IN BERMAN           | GAME   |
| 009           | BOLD RUSH!   | TEXT ADVENTURE          | GAME   | 037           | HARBOUR            | LIKE BALLOON ACY        | GAME   |
| 010           | ALASKAN ADV  | TEXT ADVENTURE          | GAME   | 037           | LOST IN ANTA       | CATCH AIR-DROP SUPPLYS  | GAME   |
| 011           | THE DUNGEON  | TEXT ADVENTURE          | GAME   | 038           | GAMES 010          | GAMES FROM BERMAN       | GAMES  |
| 012           | DARTS.BAS    | CLASSIC GAME OF DARTS   | GAME   | 038           | GOLDENCE.LER       | MULTI-LEVEL CELLAR      | GAME   |
| 012           | CRPYCVRN.BAS | CREEPY CAVERNS          | GAME   | 038           | TREASUREH.UNT      | MULTI-LEVEL MAZE        | GAME   |
| 012           | KNIGHTS.BAS  | NICE DISPLAY, POOR GAME | GAME   | 038           | JUMPHOS.T          | MULTI-LEVEL MAZE        | GAME   |
| 013           | MONOPOLY I   | THE CLASSIC BOARD GAME  | GAME   | 038           | SHOSTHUN.TER       | SIMILAR TO PAC-MAN      | GAME   |
| 014           | TEXT GAMES   | EASY YOUNGSTER GAMES    | GAMES  | 038           | DIAMONDS           | AVOID SMILEY-FACES      | GAME   |
| 015           | CREDITS.DOC  | THANKS TO ELECTR ARTS!  | DOC    | 039           | TRETER             | STRANGE!                | GAME   |
| 015           | FLASH.OBJ    | BY PINBALL CONSTRUCT    | GAME   | 039           | GAMES 011          | GAMES FROM BERMAN       | GAMES  |
| 015           | CANUCK.OBJ   | BY PINBALL CONSTRUCT    | GAME   | 039           | VULKAN.BAS         | WON'T RUN, NEEDS WORK   | GAME   |
| 016           | DUNGEON.BAS  | ESCAPE FROM THE DUNGE   | GAME   | 039           | NOSEJACK.BAS       | MULTI-LEVEL MAZE        | GAME   |
| 016           | HOUSE1       | GIANT MOUSE             | GAME   | 039           | MAEDCHEN.BAS       | ALL IN BERMAN LANGUAGE  | GAME   |
| 017           | QUEST        | ROLE PLAY IN TEXT ADV.  | GAME   | 039           | RATEZAH.L.BAS      | ALL IN BERMAN LANGUAGE  | GAME   |
| 017           | DRABLORD.BAS | "                       | GAME   | 039           | KALENDER.BAS       | PRINT BERMAN CALENDAR   | GAME   |
| 017           | QUEST.DOC    | "                       | GAME   | 040           | TRIDTIC.BAS        | INTERACTING HIS         | GAME   |
| 017           | SUB.BAS      | COMMAND A SUBMARINE     | GAME   | 040           | GAMES 012          | GAMES FROM BERMAN       | GAMES  |
| 017           | SKULL.BAS    | AN OLD ANTIC ORIGINAL   | GAME   | 040           | KERZENH.BAS        | AVOID THE BALL          | GAME   |
| 018           | SIDE 01      | WHEEL OF FORTUNE GAME   | GAME   | 040           | KANDPUS.BAS        | ALL IN BERMAN LANGUAGE  | GAME   |
| 018           | SIDE 02      | W OF F PUZZLE CREATOR   | UTIL   | 040           | XORO.BAS           | X or O TIC-TAC-TOE      | GAME   |
| 019           | PYRAMID      | BENEATH THE PYRAMID     | GAME   | 040           | JACKPOT.BAS        | PLAY BERMAN SLOTHMACHIN | GAME   |
| 020           | DANDY        | A GRAPHIC ADVENTURE     | GAME   | 040           | MEMORIT.BAS        | HATCH HIDDEN LETTERS    | GAME   |
| 021           | MONOPOLY II  | NOT LIKE MACE DISK 013  | GAME   | 041           | GAMES 013          | GAMES FROM BERMAN       | GAMES  |
| 022           | XASON        | FROM MACE OF AUSTRALIA  | GAME   | 041           | OILPANIC.BAS       | CATCH OIL DROPS         | GAME   |
| 023           | OUTERSPA.CE  | "                       | GAME   | 041           | INVASION.BAS       | EASY SHOOT-EM-UP        | GAME   |
| 023           | HEARTS       | "                       | GAME   | 041           | RODELN.BAS         | ALL IN BERMAN LANGUAGE  | GAME   |
| 023           | SABOTAGE.BAS | "                       | GAME   | 041           | PRINCESS.BAS       | WON'T RUN, NEEDS WORK   | GAME   |
| 023           | CAVEKING.BAS | "                       | GAME   | 041           | SNAKES.BAS         | ALL IN BERMAN LANGUAGE  | GAME   |
| 023           | REBOUND.BAS  | "                       | GAME   | 041           | NUCLEAR.BAS        | WON'T LOAD AND RUN      | GAME   |
| 024           | SPACELAN.DER | "                       | GAME   | 041           | SEWINNT.BAS        | RUSSIAN ROULETTE        | GAME   |
| 024           | CLOWNS       | "                       | GAME   | 042           | RUBROUL.BAS        | GAMES FROM BERMAN       | GAMES  |
| 024           | EPSILON      | "                       | GAME   | 042           | GAMES 014          | VERY EASY PAC-MAN       | GAME   |
| 024           | MAIZE.BAS    | "                       | GAME   | 042           | HTAPAC.BAS         | " ? ? ? ?               | GAME   |
| 024           | KINGKONG     | "                       | GAME   | 042           | STAEDTE.BAS        | "                       | GAME   |
| 024           | TAKES        | "                       | GAME   | 042           | ASTRO.BAS          | SHOOT THE MOTHER SHIP   | GAME   |
| 025           | ATARI010.BE  | RESEMBLES REVERSI       | GAME   | 042           | SKEET.BAS          | SKEET SHOOT, POOR GAME  | GAME   |
| 025           | DAIRY        | "                       | GAME   | 042           | MISSION.BAS        | FLY CHOPPER IN CAVERNS  | GAME   |
| 025           | STUDPOKE.BAS | "                       | GAME   | 043           | GAMES 015          | GAMES FROM BERMAN       | GAMES  |
| 025           | CONVOY.BAS   | SHIPS AT SEA            | GAME   | 043           | LABYD.BAS          | NICE 3-D MAZE           | GAME   |
| 025           | LAZER.BAS    | "                       | GAME   | 043           | XOTHA.BAS          | DUNGEONS OF XOTHA       | GAME   |
| 025           | BUMPER       | "                       | GAME   | 043           | ROLLERS.BAS        | ROLLER BALL II          | GAME   |
| 025           | BOLF         | "                       | GAME   | 043           | ACY.BAS            | BALLOON-ACY             | GAME   |
| 026           | SPACE DISK   | FROM ST. PAUL ACE       | GAME   | 043           | CATS.BAS           | HIT THE ALLEY CATS      | GAME   |
| 026           | SMUSH.EXE    | "                       | GAME   | 044           | SABOTAGE           | BLAST-EM GAME           | GAME   |
| 026           | FROBBIE.EXE  | "                       | GAME   | 044           | DUEL               | BATTLE OF PAINT SPRAYS  | GAME   |
| 026           | CHOMPER.EXE  | "                       | GAME   | 044           | DIEVIER            | ELABORATE TIC-TAC-TOE   | GAME   |
| 026           | ROUNDUP.EXE  | "                       | GAME   | 044           | OILGAME            | BERMAN OIL GAME         | GAME   |
| 026           | XEVIOUS.EXE  | "                       | GAME   | 044           | BUNKID             | WILD WEST SUN PLAY      | GAME   |
| 026           | NORDIC.EXE   | "                       | GAME   | 044           | MEMORY             | MATCH THE COLOR/SOUND   | GAME   |
| 027           | VINTAGE 01   | EARLY ATARI GAMES       | GAMES  | 044           | MOTORRAD           | SIMILAR TO LIGHT CYCLE  | GAME   |
| 027           | ALPHA.BAS    | "                       | GAMES  | 044           | TICTAC             | TOUCH TYPING PRACTICE   | GAME   |
| 027           | ALIENATT.ACK | "                       | GAME   | 044           | ZUS                | TIC-TAC-TOE             | GAME   |
| 027           | ALIENBAR.ABE | "                       | GAME   | 044           | GAMES 03           | " ? ? ? ?               | GAME   |
| 027           | ALIENCAR.TUR | "                       | GAME   | 044           | GAMES 03           | GAMES FROM BERMAN       | GAMES  |
| 027           | BATS.BAS     | "                       | GAME   | 045           | WORDS R FUN        | ANTIC'S WORDS ARE FUN   | GAME   |
| 027           | BOMBERS.BAS  | "                       | GAME   | 045           | WORDS DOC          | INSTRUCTIONS FOR GAME   | README |
| 027           | BLASTER.BAS  | "                       | GAME   | 045           | 13 DIFFERENT GAMES | "                       | GAME   |
| 027           | CRAPS.BAS    | CARD GAME               | GAME   | 046           | PINBALL            | FROM OUR MASIC FRIENDS  | GAME   |
| 027           | CUBE.BAS     | "                       | GAME   | 046           | PINBALL 01         | MASIC PINBALL           | GAME   |
| 027           | COMBAT.BAS   | "                       | GAME   | 046           | PINBALL 02         | MISLE BLASTER IE        | GAME   |
| 027           | CARDS.BAS    | "                       | GAME   | 047           | TRIVIA GAME        | CARS,MUSIC,MOVIES,ETC.  | GAME   |
| 028           | VINTAGE 02   | EARLY ATARI GAMES       | GAMES  |               |                    |                         |        |
| 028           | DDCREATR.BAS | DUNGEON & DRAGONS UTIL  | GAME   |               |                    |                         |        |
| 028           | DOBBITE.BAS  | NASTY MUTT              | GAME   |               |                    |                         |        |
| 028           | DETECTIV.E   | ROLLING BONES           | GAME   |               |                    |                         |        |
| 028           | DICEROLL.BAS | "                       | GAME   |               |                    |                         |        |
| 028           | ENEMY.BAS    | "                       | GAME   |               |                    |                         |        |
| 028           | FIVESTUD.BAS | POKER                   | GAME   |               |                    |                         |        |
| 028           | FALCON.BAS   | "                       | GAME   |               |                    |                         |        |
| 028           | HATHRINS.BAS | WIN THE PRES. ELECTION  | GAME   |               |                    |                         |        |



## A MODEST PROPOSAL FOR IMPROVING MACE MEETINGS

By Ted Newkumet

In the June issue of the M.A.C.E. JOURNAL, an article by Jim Samples offered suggestions on ways of improving MACE Membership. I would like to offer a few comments that I have on the subject. I hope my forwardness does not offend anyone, in that it is not my intent to do so.

I am new to MACE. In fact I just joined during the April meeting. So far my only contribution has been bringing my wife to the Birthday Meeting (she's the one who cut the cake). Anyway, here I go.

1) Make the price paid for the one day passes applicable to the price of a full membership. If during the first meeting the pass holder would get credited the full \$2.00, thereafter (s)he could get a dollar off each ticket (s)he holds up to \$10.00(?).

2) Put 50% off passes in each M.A.C.E. JOURNAL. If someone is interested enough to buy the magazine, they're likely to at least think of joining MACE.

3) Issue a limited number of free guest passes to active MACE members. The limit could be something like one per meeting up to four times a year. That way, if I meet a new ATARI user, perhaps someone thinking of purchasing an ATARI or maybe an ATARIan from out-of-state, I'll be free to invite them to the next MACE meeting.

4) Audience participation. I know this is hard to do, but there should be more opportunities for the audience to be participants. No offense intended, but there are very few people who can talk for 20 minutes and still be interesting. Pull a few names at random to help with the software demos (and receive a free MACE disk). Invite more "Questions & Answers." If nothing else, take votes. I think one of the things that caused the

Birthday Meeting to be a success was that the audience was able to play a part in terms of the prize drawing. We laughed. We joked. We responded!

5) Don't forget the New User!! It was sad to see someone walkout of the April meeting feeling cheated and disappointed because he was hoping to find help using his ATARI, only to find out that there was none offered. I know it's hard, if not totally boring, to go over IF/THEN statements, but MACE's biggest potential for drawing new members is in providing a way for people to learn programing above the level found in the books. Maybe we should encourage people to bring in print-outs of programs that they are trying to write and have a Debugging Roundtable?

6) Make fun the AI objective. If most of us wanted to work hard we would be trying to make mega-bucks designing mega-byte programs for IBM etc. ATARI users are people who enjoy using computers. The ATARI 8-bit can be so simple that it can be made to jump hoops minutes after taking it out of the box (under \$150.00). With practice, it even calculates flight paths to the moon. If the meetings become too much of a drag on those that are running them, then maybe it is time to stop.

Anyway, I hope that some of this stuff is of use to you. No matter what, I intend to make myself available (as best I can) to help keep MACE a strong force for ATARI Users, both 8 & 16-bit, because ATARIs are still the best PCs on the market. Let's keep it that way!

[Editor's Note: Well MACE members, what do you think? Why not write a brief article for the Journal or ask to present your views at a General Meeting. Ted is absolutely correct! More members need to get involved if MACE is going to continue as one of the premier User Groups in the nation.]



## SUMMER C.E.S.

by Henry Jennings

I have just returned from the 1987 Summer Consumer Electronic Show in Chicago. The show was held in the McCormick Place, which is like Cobo Hall in Detroit but about three times larger. There were many new electronic products for the consumer on display, but I will try to control my excitement and just write about the new things from Atari.

Displayed at the Atari booth were new computer products and new computer hardware. First, the hardware.

### NEW DISK DRIVE

Atari has a new disk drive for the 8-bit computer. It is a double density, double sided drive (about 360K bytes), and is physically slightly smaller than the 1050 drive. The new drive will be labeled SF551. Like the 1050, it has a single front panel light to indicate it's busy.

The Atari representative at the booth pointed out that the new SF551 drive will run about 3-1/2 times faster than the 1050 drive and have a price in the same range. The SF551 will be completely compatible with the format used on the 1050, that is, it will readily read and write 1050 files. Of course this requires a new DOS. ADOS to be exact. I would guess that's short for "Atari DOS". This new drive is expected to be available this fall (I hope it is not vapor-ware)!

I believe this new drive will open the Atari community to a whole host of new software. The higher capacity drives will just about eliminate the need for flipping or swapping disks for large programs. This new drive should also help the third-party software developers, in that, much larger programs can be distributed on just one disk rather than two or three disks as it is currently done. I have to believe that the

outdated low capacity drives previously supported by Atari has been one of our biggest problems. For this giant step forward, I say Hooray! ... and what took you soooo long!!

### 80-ADAPTER

There is more. I saw the long promised 80-column adapter being demonstrated. It looked very, very good. But, of course it was displaying text on a monochromatic monitor. The adapter was driven through the No. 1 joystick port. This is a good arrangement for the XL's and the XE's, but may be a little inconvenient for the old 800 users. The adapter is about the size of the 1030 modem. Be assured, it is a worth-while upgrade.

### NEW COLOR MONITOR

Atari also was displaying a medium-resolution color monitor labeled XC1411. The monitor at the show was a prototype and appeared to be Atari's answer to the monitor sold by Commodore. According to the Atari representative I talked to, this monitor is just in the thinking phase and won't be released for sale unless there is a strong response or demand. I hope the retailers attending the C.E.S. as well as all of you MACE members let Atari know that we want our own monitor.

### GAMES AND THINGS

A big surprise was the number of video game machines on display. I believe Atari had about twenty home video machines set up with as many game programs running. The activity around the game area was so heavy, it was impenetrable. therefore, I have no idea what game programs are new. Video game must be a big part of Atari's future plans and it looks like the retailers are



strongly supporting these plans.

There were quite a few vendors present who were supporting the ST's. TIMEWORKS, ARRAKIS ADVANTAG, ABACUS, MICHTRON, COMPUTER FENESTRATIONS and many others. All of these vendors were very busy demonstrating their wares. You would almost have to be rude if you wanted to get your hands on the KB.

#### BAD NEWS

Well, there was some of that stuff called 'bad news'. The MEGA ST was not at the C.E.S. and I was very disappointed. I asked a couple of people why not. I received no real good answer. Looking back, I now wished I had been a little 'pushier' and persisted until I got a good answer.

Looking around the display floor, I was only able to find Commodore, and on Saturday morning, I saw no one standing around.

Now that I am an experienced C.E.S. attendee, I plan to attend again next year. I hope this has been informative.

\*\*\*\*\*

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\*\*\*\* A WIFE'S LETTER \*\*\*\*

To My Darling Husband:

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at our home since your computer entered our lives two years ago.

The children are doing well. Tommy is seven now and is a bright, handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good, but yours was excellent! The chair and the back of your head are very realistic. You would be very proud of him.

Little Jennifer turned three in July. She looks a lot like you did at that age. She is an attractive child and quite smart. She still remembers that you spent the whole afternoon with us on her birthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was out.

I am also doing well. I went blond about a year ago and was delighted to discover that it really is more fun! Lars... I mean Mr. Swenson, the department head... has taken an interest in my career and has become a good friend to us all. I have discovered that household chores are much easier since I realized that you don't mind being vacuumed but that feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure you noticed it. I made sure the painters cut air holes in the drop cloth so you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars... Mr. Swenson, I mean... is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while

we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it. I hope you and the computer have a lovely time while we are gone. Tommy, Jen and I will think of you often... try to remember us while your disks are booting.

LOVE, MARY

(W.J. Parsons in Diablo Valley PC News, reprinted from the January 1987 KC-NACE Newsletter)

And they say we computer types are a humorless lot! We sure can tell a little joke on ourselves. Show this one to your spouse for a laugh. I'm going to show this to mine right now!

Honey, come see this ... HONEY? HONEY!! Just a minute; I'll be right back ...

Well I'll be darned! She's gone! But the strangest thing ... why would she leave me a note and date it two years ago??? Women! You figure them out, I've got a problem with my printer driver and I'm getting suspicious about my head alignment...

\*\*\*\*\*

IF you haven't reNEWed your MACE membership yet, STOP POKEing around. PEEK into your wallet or checkbook for \$20.00, and PRINT on the handy renewal FORM on the back PAGE. RESTORE our faith in you by mailing your dues to the P.O. Box address, or by paying at the NEXT General Meeting. Please NOTE the date in the upper right hand corner of the mailing label; it is your membership expiration date. SAVE time and possible ERROR by reNEWing now. IF you have alREADY taken care of this POINT, THEN thanks a lot! BYE



# THE COLLEGE BOARD

THE COLLEGE BOARD BBS supports three computers; the Atari 8-bit, ST & IBM. By support, I mean; Bulletins (News/Info.), Message and File Areas. The system first went on-line on December 25th, 1986.

The BBS is run on an IBM-PC, with 640K RAM at 8Mhz, and a 20 meg. hard-drive. Enough storage for the five FILE AREAS each computer has, plus other file areas, like; M.A.C.E., M.A.C.E. Journal uploads, Video Production and more. MESSAGE AREAS include; 8-bit, ST, IBM, MIDI, Sysop's (from other boards), Video Production, For Sale!, Text Adventures and more.

Stop by The College Board, located in Livonia, MI.. And DON'T FORGET to log-on in ASCII. Jim Kennedy (Sysop)

**(313) 478-9647**  
**300/1200 baud**  
**24 hours**



# MACE PS LABEL DISK

by Don Neff

MACE Disk U65 allows you to make labels using our MACE Print Shop icon disks. And, as if that isn't great by itself, you have your choice of 32 different print types (Fonts). But wait, there's even more. If you find that you aren't satisfied with these fonts, there is a character editor on the the disk which will allow you to create your own special font!

## PRINTER

This disk will work with an Epson, Gemini or Prowriter printer. If your printer is a different make, but compatible to one of these, it may work too. Check your printer's instruction book for compatibility information.

## PRIMARY MENU CHOICES

When you boot this disk you will be presented with a menu of the three printer brands and asked to choose one by pressing a console button. Press the console button which corresponds to your brand of printer as indicated in the menu list.

The next screen which you see is the main working screen. This working screen contains a menu of operations which you may choose to do, and a display of the label you are creating. The primary menu choices are:

- Print Label
- New Font
- New Graphic
- Enter Text

Choices are selected by pressing your OPTION button until your choice is highlighted in the menu. Pressing your START button activates the operation which is highlighted. All operations can be cancelled if you change your mind. When the selected operation is complete (or cancelled) the main work screen will

reappear. The display of the label remains visible throughout most of the operations.

## SECONDARY MENU CHOICES

All operations are controlled by making additional menu choices as they are presented on your screen. Also when you want to choose a graphic or a font, the menu will offer you a chance to list the directory of the fonts on this disk, or the icons on a MACE Print Shop disk. The menus give you total control of the variables as you create your labels.

There are three variables in each label: the graphic, the font, and the text. You can change any of these variables at any time without affecting the other two. You may also print text without a graphic or a graphic without any text on your label.

## LABEL TYPE

The program is designed to print on 3 1/2 inch by 15/16 inch labels (Avery #4145 or equivalent for instance) and must be partially rewritten if you want to use a different size label. The program will ask how many labels you want to have printed and then print that amount for you.

There is no need to waste labels by printing samples. An accurate image of the label you are creating remains on display at the top of your screen through most of the operations. This display image is about twice the size of the actual label. The image reflects all changes as you make them.

## FONTS

When you boot the disk it uses the internal font in your Atari computer. You may change to a different font from this disk at any time before or after typing in your text. I prefer to cycle through the different fonts after I've



# MICHIGAN ATARI COMPUTER ENTHUSIASTS CONSTITUTION

Adopted September 15, 1981. Amended on  
May 17, 1984, July 16, 1985 and October  
21, 1986.

## \*\* PURPOSE OF ORGANIZATION \*\*

It shall be the purpose of the Michigan Atari Computer Enthusiasts (hereafter called MACE, or the Club) to promote an interexchange of ideas and information concerning ATARI personal computers.

### A. MEMBERSHIP AND DUES

There shall be no requirements for membership in MACE other than an active interest in ATARI computers.

The Club, by a (simple) majority vote of those members present at a general membership meeting, may levy upon the entire membership such dues or assessments as shall be deemed necessary for the conduct of the Club's business. Every member must pay these assessments when due, in order to retain all of the rights and privileges of membership in MACE.

Since MACE membership includes all immediate family members, all references to voting in this Constitution allow for ONE vote per membership.

### B. ORGANIZATION AND PROCEDURES

Section 1: The Executive Board (E.B.) shall be the chief administrative body of MACE.

#### A. Voting E.B. members shall be:

1. President
2. Vice President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer
6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman
10. Convention Manager

#### B. Members ex-officio shall be:

1. The chairperson of any committee
2. Members of the previous year's Board

C. Each voting member of the E.B. shall have one vote. The E.B. shall determine its own rules and procedures.

Section 2: The E.B. shall organize, plan and administer Club activities. The E.B. shall carry out the business of the Club between monthly general membership meetings. Decisions made by the E.B. can be over-ruled by a (simple) majority vote, of those members present at a general membership meeting.

Section 3: The President and/or Treasurer may authorize expenditures of Club money up to \$100 per month. The E.B. as a whole, may authorize individual expenditures of up to \$500 per month. Any expenditures of Club funds above \$500 in any month, must be authorized by a majority vote of the membership attending a monthly general meeting. Exceptions to the above rule are the costs of printing and mailing the Journal and the paying of the rental for the general meeting hall.

Section 4: The Club, by a (simple) majority vote of those members present at any general membership meeting, may establish provisional or standing committees to expedite the management of Club activities. Each committee shall determine its own rules of procedure and membership, govern its own affairs and activities, and elect a chairperson and other officials as deemed necessary.

Section 5: All proceedings, not covered in this constitution or bylaws, shall be governed by the latest edition of Roberts Rules of Order. The Executive Board shall determine all questions of constitutionality arising within the Club, and interpret all unclear clauses of this constitution, bylaws, and all Club resolutions.



Section 6: Announcement of a required vote or an election shall be printed in the Journal at least one month prior to the general meeting.

#### C. ELECTION OF OFFICERS

Section 1: The elected officers of MACE shall be:

1. President
2. Vice-President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer
6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman
10. Convention Manager

Section 2: Officers shall be elected for a term of one year, by a ballot of those members present at the September general membership meeting. For purposes of these elections, a quorum will be those members present, with paid memberships.

Section 3: All M.A.C.E. officers shall be at least 18 years of age when elected to office. [Officers often sign contracts for M.A.C.E. and one must be 18 years of age to do so in Michigan.]

Nominations shall be open to all MACE members. In all elections, winners shall be determined by simple majority. If there is no winner on the first ballot, the name of the candidate with the least number of votes shall be withdrawn, and a second ballot is taken. This process shall be repeated until one candidate achieves a simple majority of the vote.

Vacancies occurring between elections shall be filled by special election, to be held at the first meeting following the creation of the vacancy (where there is a candidate for the vacant position).

#### D. DUTIES OF OFFICERS

The President shall preside at all general membership meetings, and conduct them according to the rules adopted. The President shall enforce observance of the Constitution and Bylaws, and perform the customary duties of the office, as stated in the latest edition of Roberts Rules of

Order.

The Vice-President shall assume the duties of the President, in the absence of the latter, and shall be an ex-officio member of all committees and coordinate inter-committee activities. In addition, the Vice-President shall function as Advertising Manager of the Journal.

The Corresponding Secretary shall be responsible for conducting Club business via the mails. He/She shall carry on all Club correspondence, and be responsible for the preparation of documents on the Club's behalf. He/She shall function as chief communications officer, and shall be responsible for picking up and distributing the mail from the Club P.O. Box.

The Recording Secretary shall keep a record of the proceedings of the Club. His/Her minutes shall be submitted to the membership for approval at each succeeding general meeting.

The Treasurer shall carry out the Club's financial duties, and keep an accurate account of each transaction, and of the Club's current financial status, as well as, assist in the process of corporate financial reporting.

The Journal Editor shall be responsible for the production of the monthly newsletter, and any other Club publication. (The Vice-President shall act as Advertising Manager for the Journal.)

The Meeting Coordinator shall be responsible for seeing that a suitable meeting place is available for the general membership meetings, for planning and organizing the programs for these meetings, and for seeing that sufficient tables and chairs are available each month.

The Disk Librarian shall be responsible for maintaining the Public Domain disk library and related documentation, as well as, copying and distributing library disks. He/She shall sell these disks to MACE members ONLY.

The Membership Chairman shall be



(concluded from page 22)

written the text so that I can see the actual effect. The program uses only upper case letters meaning that all your text will be in capital letters. Many of the fonts on this disk will appear to be the same unless you press your CONTROL key along with the appropriate letter key. The Math font and the Chemical font are two examples of this. Using the CONTROL key with a letter key in either of these special fonts will provide you with special Math or Chemistry symbols. Similarly, some of the foreign language fonts use familiar letters until you press the CONTROL key to access the special letters of that particular language. The Russian font is an example of that. Still, others, such as Greek, have only the Greek alphabet available. Hiero is an exception to everything - it is all Hieroglyphics!

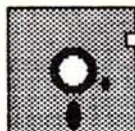
If you want to create your own special font you may do so by loading the program CHAREDIT.EXE from this disk with DOS option L. This program allows you to modify or create a character set to fit your needs and then save the set on this disk.

This disk is new to our library, but the files on it are not. In fact, some of the files I used on this disk have been in the MACE library since 1981. This is an example of rearranging your old files to create new, powerful tools without spending lots of money. "Power without the Price" from MACE.

\*\*\*\*\*

The MACE CATALOG DISK contains listings of all of the current library disks. You can view these listings on your Monitor Screen or Print them on your Printer. Updates for this disk will be provided for free through the MACE Library and BBS's.

\*\*\*\*\*



(constitution concluded)

responsible for keeping accurate records of who the Club's members are, when their memberships expire and other member data. He/She shall also print the mailing labels for each month's general membership meeting.

Convention Manager: He/she shall be responsible for coordinating all activities necessary for the planning and holding of any M.A.C.E. sponsored conventions (ie. TARICON). He/she will be chairperson for a Convention SIG, that would handle all matters concerning said conventions.

Since M.A.C.E. does not sponsor such events on a yearly basis, this officer position would only exist after the membership has voted to sponsor the event. The office of Convention Manager would be removed from the board of directors 60 days following the completion of a convention.

#### E. AMENDMENT OF CONSTITUTION

This constitution may be amended by a vote of 2/3 of the members present at a general membership meeting.

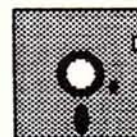
#### F. UNMENTIONED POWERS

All powers, privileges, rights and duties not otherwise delegated by this constitution, shall be reserved for the general membership of this Club.

#### G. OFFICER COMPENSATION

M.A.C.E. officers shall be compensated by the renewal of their M.A.C.E. membership, during their term of office. When it is time for their membership renewal, their membership will be extended for one additional year at no charge.

Any officer not serving a full year, will receive free membership equal to the number of month's serve(d) as an officer.





# OSS SPECIAL OFFER TO USER GROUP MEMBERS ONLY

Optimized Systems Software, Inc. (OSS, Inc.) will be discontinuing the "MAC/65" cartridge (a powerful Macro Assembler for 8-bit ATARI computers) effective August 1st, 1987, due to the expiration of their distribution rights. The absolute last day that "MAC/65" will be shipped out of OSS, Inc. is July 31st, 1987. As a result, OSS is making a SPECIAL OFFER to all ATARI User Group members. OSS will sell directly to a member, "MAC/65" & "The MAC/65 ToolKit" for \$45.00 plus \$3.00 shipping/handling (California residents must add 7% sales tax). The actual combined retail price for these 2 packages was \$108.95. Your cost of \$45.00 represents a 58% savings from the suggested retail price.

To order your copy of "MAC/65" & "The MAC/65 ToolKit", send a check, money order, VISA or MasterCard Number (with expiration date) and a photo copy of your proof of User Group membership to:

Optimized Systems Software, Inc.  
1221-B Kentwood Ave.  
San Jose, CA 95129

All orders must be received by July 31st, 1987. Any orders received after this date will be returned.

\*\*\*\*\*

If you want smooth scrolling action in Graphics 0 (the power-up default mode) try this :

POKE 622,255 : GR.0 <RETURN>

\*\*\*\*\*

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# MICHIGAN ATARI COMPUTER ENTHUSIASTS

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Meet the next generation ... join an ATARI User Group! There are many exciting activities and new adventures to conquer, come and explore them with your fellow ATARI users.

Would you like more information? Write to our P.O. Box and we will mail you a M.A.C.E. Fact Sheet.

MACE MACE MACE MACE MACE MACE MACE MACE MACE MACE MACE

### MACE POLICY STATEMENT

MACE meetings are open to "Member Families" ONLY. Membership dues are \$20.00 per year, for all family members living at the same address. A special "Guest Membership" is available for \$2.00 per family and is good for ONE MEETING ONLY! "Guest Members" will receive one copy of the current MACE Journal but will NOT be allowed to purchase diskettes from our Public Domain libraries.

If a "Guest Member" decides to join MACE, we will deduct \$2.00 from the \$20.00 membership fee, upon being shown a MACE Journal with "GUEST MEMBER" stamped on it. Also, any member of another computer User Group (not just ATARIs), will be admitted to our monthly General Meeting at no charge. If these guests wish a copy of our Journal, they will have to pay the cover price.

**M.A.C.E.  
P.O Box 2785  
Southfield, MI 48037**

**\$20.00\* FOR A ONE YEAR MEMBERSHIP  
(\*Payable to M.A.C.E.)**

### **M.A.C.E. MEMBERSHIP APPLICATION**

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System Description \_\_\_\_\_ Disk/Tape \_\_\_\_\_  
Suggestions \_\_\_\_\_  
I can help with ... \_\_\_\_\_

☐ New ☐ Renewal

If a Renewal:

MACE # \_\_\_\_\_

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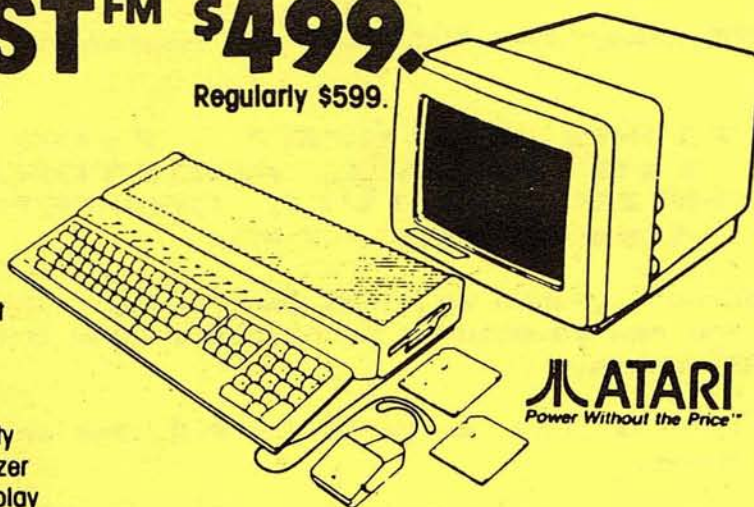
# Grand Opening

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- 90 day warranty
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- 1 megaram version, add \$99.00
- 94 key keyboard w/numeric keypad
- RF modulator for color TV hook-up

Regularly \$599.



**ATARI**  
Power Without the Price<sup>™</sup>

- More powerful than a PC-XT
- Less expensive than a C-64
- More built in features than BOTH put together!

### SERVICE PACKAGE \$99.00

#### ST Bonus Service Package Includes:

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- 2 hour hands-on intro course by state certified instructors
- Business Planner; a case with calculator, pen, pencil, ruler, paper and storage for diskettes
- 1 year membership in our software rental club
- 1 year membership in our disk-a-month club, stuffed with public domain software
- FREE weekly seminar demonstrating the latest Atari related products
- FREE access to our on-line bulletin board service and data base

### Panasonic Dot Matrix Printer

KXP-1080I **\$199**  
Regularly \$259

KXP-1091I **\$249**  
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- Print speed (cps) KXP-1080I Draft 120
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## CLASS INFORMATION

Are you using your ST or PC/XT to their fullest capabilities?

Classes now available for the ST and PC/XT  
Learn how to use programs such as:

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